



CAESARTM II



The Official Strategy Guide



SIERRA®

Michael Rymaszewski

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THE OFFICIAL STRATEGY GUIDE

MICHAEL RYMASZEWSKI

PRIMA PUBLISHING

To Lesley, who won the war

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FOREWORD

The excruciating days between finishing a game and waiting for the initial feedback are like holding your breath on a very deep dive. So right about now we're gasping our way to a healthy pink again. Online response in the first week has been terrific, the game is flying off the shelf, and the number of how-to questions—many of them answered by other cybersurfers—serves to point out two things: 1) You're really into it and 2) You're going to love this book!

I don't think I'm being overconfident in saying that *Caesar II* will be the most successful game Impressions (now part of the Sierra family) has produced. Great games have a special, elusive ingredient: We feel it in development, beta testers and journalists back it up, our excitement builds and then. . . . And then you get your hands on it and your adrenaline rush proves that we weren't just talking to our overworked, sleep-deprived selves for the past months. Since we never know how consumers will react to our games, the knowledge that you're building Rome in 15 hours straight is pretty gratifying.

The path between the first brain wave of an idea and the CD you've popped in your drive is long, risky, and stressful. *Caesar II* went through several incarnations before it settled in its current form. Deciding when to adjust a game's direction, especially for a sequel to an extremely popular game like *Caesar*, is tricky. Turn too much and you risk upsetting the balance people loved in the original. Don't turn enough and why bother playing it! Then there's the second guessing of what platform most people will likely own, and who will react if we don't include which features?

In the end, it comes down to endless play-testing with one question in mind. Is it fun yet? *Caesar II* jettisoned many many ideas in the name of focus. Some of those ideas may surface in other games, others won't. We hope you love the result and will come back to it for a long time.

We'd like to thank Michael for his blood, sweat (not to mention a few choice Slavic curses), and tears in putting this book together. Writing a book is hard enough under ordinary circumstances, but pinning down developers as they're racing to the finish line is not for the faint of heart. Bravo, Michael, for keeping your cool and managing to create data tables and establish winning strategies while play-balancing was still being fine-tuned. We're impressed!

We'd also like to thank all of you who took our advice and seized this game. We heartily hope that it returns the favor and grabs you back! Hail to all would-be Caesars!

—David Lester, Chris Foster, Simon Bradbury

INTRODUCTION



Congratulations, Citizen. With *Caesar II*, you have acquired one of the best strategic games ever published.

If this strikes you as blatant salesmanship, you are wrong. It is simply the personal opinion of a gamer who has spent possibly as many as three years of life playing strategic games. That gamer is myself.

I received my first beta of *Caesar II* on the last Friday of July. It was a beautiful summer's day, and I was invited to two attractive-sounding parties that very evening.

I spent the next thirty hours behind drawn curtains, in front of the computer screen. Then, following a refreshing blackout, I played *Caesar II* for another day and a half—or was it two?

This book is the result of many sessions such as the above. It will help you win at *Caesar II* without a lot of hours of trial and error, thus saving your job, your marriage, and, if you have a dog, possibly also a significant sum in veterinary bills. In other words, you should find it extremely useful and a good value for your money.



INTRODUCTION

Caesar II is a complex game, but it is also easy to learn. The game's online help is one of the best ever done in a strategic game, providing hints and tips as well as a short, comprehensive history of the Roman Empire. The Romans used to say that history teaches life, and you can gain a deeper understanding of the game if you take the time to read it.

The game's manual does an excellent job of telling you, in a straightforward manner, what *Caesar II* is all about. However, it is very skimpy on details—don't expect to learn how your legionnaire compares against a Gallic swordsman, for example. Also, the manual contains a small number of factual errors. All of these have been addressed in this book.

In addition to the above, this book contains a lot of information that is absent from both the manual and the game's online help. The chapters that follow this Introduction deal with every aspect of the game. If you feel so inclined, you may even try to calculate your Ratings by yourself. Of course, you'll find all the relevant statistics on city and provincial developments as well.

However, *Caesar II*'s greatness lies in the fact that stats and numbers play a lesser role than in most strategic games. Yes, it is crucial to have a enough plebs to prevent fires, a budgetary surplus is important, and a thousand-strong cohort is better than one that numbers just a couple of hundred men. Nevertheless, what matters in winning the game is formulating a logical plan of action. You can neglect to conscript a few layabout plebs into the army, but should you lose track of the right *strategy*, you're cooked. *Caesar II* is a true *strategy* game.

Depending on which level of game difficulty you choose and how far advanced you are in your career, you will find things easier or more difficult. However, the principles governing correct gameplay stay unchanged no matter what level you choose. Once you've read this book, you will have no real difficulty in deciding how to deal with the events *Caesar II* throws your way. You may have to do some quick juggling, but you'll know *what* to do. In other words, after you've reached the last page of this book, you shouldn't need to use it any further, other than to check on some numbers if you feel like fine-tuning things, or to check a description of a province to be sure you make the right choice when promotion time comes along.

**FIGURE I-1**

THE GAME'S INSTANT HELP SYSTEM MAKES **CAESAR II** VERY EASY TO LEARN; THE FOCUS IS ON DEVELOPING THE RIGHT STRATEGY.

Whenever you feel you need to refresh your memory, you should turn to the chapter index, which tells you exactly what you will find where. At the very end, you'll find appendices that gather the stats you may want to look up.

In addition to all the stats and facts you could find useful, this book contains a complete strategy for winning at *Caesar II*. Many game books take a different approach, presenting all relevant information and some tactical solutions without an overall plan for winning the game in question. Since this book is called a *guide*, I felt that is essential to include a winning strategy—one that has been tested repeatedly and has consistently proved to be the quickest way to the emperor's throne in Rome. This does not mean you should follow all the recommendations here in a slavish manner. However, having this advice handy means you can develop your very own strategy safe in the knowledge that if it doesn't work out, there's help at hand. Once you've gotten things on even keel, you'll be free to experiment once again.



Throughout working on this book, the thought that was uppermost in my mind was how to help you enjoy the game to its full potential. With this end in mind, I would like to make the following recommendations:

Players who are complete newcomers to computer gaming should, of course, start at the novice level, and choose the City-Only mode.

Players who are new to strategic games should play their first game of *Caesar II* at the Easy level, with the Province option switched on.

Players somewhat familiar with strategic games should choose the Normal level. Those who consider themselves good players should select the Hard level, and grizzled veterans of many sleepless nights spent building empires should choose Hard for a couple of careers, then try Impossible. According to the game's programmer, Simon Bradbury, the Impossible level is aptly named—none of the gametesters have managed to win at this difficulty setting. Simon's challenge is to find someone who *can* win the game at the Impossible setting, thus besting the pros who have worked on *Caesar II* . . . maybe it's you?

If you want to give it a try, then this book's definitely for you.

CHAPTER I



THE CAESAR IMPERATIVE

To become the Emperor and rule the Roman Empire, you should follow the advice Theodore Roosevelt gave to future rulers:

“Speak softly and carry a big stick; you will go far.”

Caesar II is played on three levels: City, Provincial, and Imperial. If you choose to play the full game—not just the City-Only option—you’ll find out that the relative importance of these levels changes as the game goes on. At first, you’ll find yourself concentrating on your city: You spend most of your game time watching it grow, and devising new ways and means to speed up that growth. After a while, you’ll spend more and more time poring over the province map. This is what is so great about *Caesar II*—it mimics real life; as a rookie governor, you will be mostly concerned where people take their daily baths. Later, such considerations become largely automatic, and your thinking time will be mostly spent on bigger, Empire-sized issues. You’ll want, among other things, to carefully consider the provinces available upon being promoted—which is where the end part of this book should come in very handy.



A POET AND A STATESMAN (AND AN URBAN PLANNER)

Here's a brief rundown of what you should do, in general terms, in order to become Emperor:

You should be a good urban planner, capable of designing a city whose inhabitants are both happy and wealthy. This has caused frequent comparisons to SimCity, and as mentioned, you can choose to play *Caesar II* solely on the City level. However, that part of the game becomes truly fascinating when your capital city is part of a larger entity—the province. The city is the province's nerve center, and if anything goes wrong with the city, it also manifests itself at the Province level. For example, building a coliseum without assigning adequate plebs to fire prevention puts your precious new building at risk of being destroyed in a fire. If that happens, you may find that you cannot maintain your conscription rate without city unrest, thus weakening your ability to defend the province.

Good city planning is also essential to achieving the Culture rating needed for promotion in *Caesar II*. You'll find details on the city's influence on the ratings in the third chapter.

AS CUNNING AS A FOX, AS BRAVE AS A LION

You should be stealthy and cunning, and always be wary of overreaching yourself. You should remember that it is often wise to retreat instead of advancing so that you can fight the battle that matters on your own terms, or as close to them as you can get. Things would be simpler if you could go right ahead and build a huge army, but it isn't so, especially when you're playing at a higher difficulty level. Maintaining a big army is expensive; you will run a constant deficit if the provincial industry levels aren't high enough, and that can lose the game for you. On the other hand, as time passes, keeping peace in the province calls for an increasingly large army. This is the dilemma all the rulers have—how to maintain control without it getting too expensive. If you want to become Caesar, you will have to master this skill, and who knows? Maybe all those hours spent game-playing will pay off in real life.



FIGURE 1-1
YOUR CAPITAL CITY IS
IMPORTANT, BUT IT IS ALSO
PART OF A LARGER ENTITY:
THE PROVINCE.



When you reach the later stages of *Caesar II*, you will find that your ability to lead an army in battle matters quite a lot. *Caesar II* features one of the most sophisticated tactical models designed to date. You can always choose the computer to fight your battles for you; if you are commanding forces superior to your opponent's, you will get a good deal in terms of soldiers lost against enemies killed. However, if there's another, simultaneous Barbarian invasion on the way, or if the enemy's army is superior to yours, you'll want to fight your battles yourself. If you are a good general, you will find this can minimize your losses and even win you victories in impossible situations. You should look for all the pertinent advice in the chapter dealing with the Army.

In addition to tactical talent when leading a cohort in combat, you should also be a good strategic planner. To start with, you should identify all the tribal settlements that could cause trouble, and decide how to deal with them (here again, the last section of this book should be of help). Study the layout of your province even before you get your city going. For instance, if there's a powerful tribe to the east, you may want to locate your city on the west side of the river.



Take careful note of Barbarian behavior—in particular, the points of entry of invading armies and the routes they follow. Then, design a good road network—one that will link your city with the greatest number of towns and industries possible at the least expense, and also enable you to move a cohort to a trouble spot at a moment's notice. In the later stages of the game when your opponents get more aggressive, you may want to consider building a system of provincial fortifications to help you deal with all the armed incursions.

HAPPINESS IS A STRONG COHORT

Finally, to win at *Caesar II*, you must prove yourself an adept politician and popular ruler. Keeping your people happy is absolutely essential; this is the only way you can conscript large numbers of citizens into your legion, where they form light infantry units. Although not as effective in combat as the professional soldiers that compose heavy infantry, light infantry has one great advantage over all the other types of forces under your command: It does not cost you anything. Given the fact that your first cohort should number close to a thousand men, you quickly grow to appreciate the advantages of conscription.

The people under your rule include slaves, or plebs. Plebeian labor plays an extremely important role in *Caesar II*. In addition to providing manpower for essential municipal services, plebs conscripted into your legion form slinger units. Slingers can be lethal when employed in significant numbers. Their ranged-attack capability makes them invaluable on the battlefield.



In an early version of the game, slinger units were deadly accurate at very long range. It was possible to win battles against superior forces with cohorts equipped almost exclusively with slinger units, supported by a thin smattering of infantry!

THE PERFECT GOVERNOR

Committed SimCity fans who dislike bloodshed and intend to play *Caesar II* exclusively at the City level should skip this section and the one that follows—this book does not intend to compromise anyone's beliefs (but boy, are you guys missing something).



FIGURE 1-2
THE PROVINCE LEVEL
IN *CAESAR II* IS MUCH
MORE COMPLEX THAN IN
ITS PREDECESSOR,
MAKING FOR RICHLY
TEXTURED GAMEPLAY.



The province level in *Caesar II* is significantly more developed than the previous Caesar game. Sources of raw materials for your city's industries are now developed at the Provincial level. In addition to mines, farms, and quarries worked by your plebs, provincial industries also include trading posts and ports. These have taken over the role of the old Imperial Highway connection, and supply the factories in your capital city with the trade boost needed to achieve maximum production.

Industrial development of your province is absolutely essential. Without the denarii from industrial tax, you will find it very difficult to maintain even a single strong cohort. The importance of industrial tax is doubled if you follow the advice in this book, and if you rely on relatively large numbers of light infantry to bolster your legion. High conscription rates are only feasible if population tax is kept at low levels, making the income from industrial taxes all the more important.

Provincial industries need road connections to the city in order to produce, so it follows you also have to be something of a road engineer. Fortunately, road building in *Caesar II* is extremely easy; the engineering factor comes in when a straight road is impossible.



In addition to industries, structures at the provincial level include cohort forts and provincial walls. Your first fort is necessary to train your army and protect your city. You won't build your second and third cohort fort until a later stage in provincial development, which is fortunate, since you want to spend some time taking note of Barbarian attack routes. When building a cohort fort, you'll want to take these into account together with geographical features such as mountain ranges. Remember, provincial fortifications are costly investments; you'll want to place them correctly.

THE MAN WHO WOULD BE EMPEROR

Finally, we come to the most important "element" of the game: You!

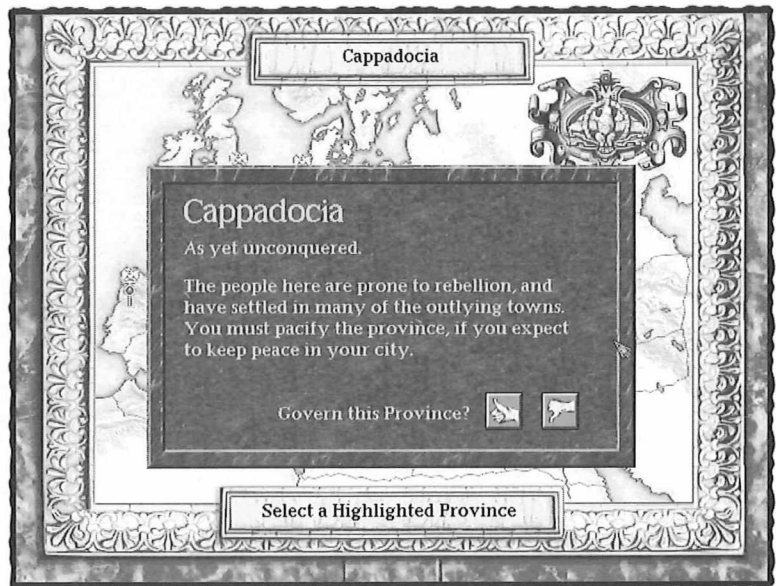
When you start a game of *Caesar II*, you automatically lay claim to the Emperor's throne. Getting there is what winning the game is about, so the route you chart is important.

The world of *Caesar II* is composed of 44 provinces. One of these—Latium—is where Rome is located, and at the start of the game, this is the only province under Roman rule. You have to successfully colonize a number of provinces before you win the game. The exact number of promotions between Citizen and Caesar depends on the game difficulty level you have chosen:

-  Novice—5
-  Easy—7
-  Normal—10
-  Hard—15
-  Impossible—20

As you advance in your career, the provinces you bring under Roman rule are increasingly difficult to subdue. While you cannot become Caesar without having to conquer a couple of very hostile provinces along the way, it is possible to plan your progress so that you advance through the ranks in a relatively leisurely manner. This is where the last chapter of this book should prove invaluable.

The promotion mechanism in *Caesar II* is very straightforward: Bring a given province to the level of development demanded by the Emperor,

**FIGURE 1-3**

KNOWING WHAT YOU'RE GETTING INTO IS HALF THE VICTORY. REFER TO THE LAST CHAPTER OF THIS BOOK BEFORE YOU CHOOSE A NEW PROVINCE.

and you are promoted. You can turn down the promotion by asking for a delay of ten or 25 years, but this is the wrong choice. The goal here is to become the Roman Emperor, not a well-off provincial governor, and the faster you can do this, the better.

The catch is that each new province demands progressively larger investments to make it a thriving part of the Roman Empire, and you have slightly less starting capital with each new province you govern. This is where your personal savings come into play, particularly if you are playing at a higher difficulty level where the budgets are smaller. If your savings are small, you would be wise to choose a province that is easy to govern; if your savings are substantial, you may want to try conquering one of the tougher provinces. Remember: Your goal in *Caesar II* is to become Emperor, not to get as rich as possible during your tenure as governor.

You still have to be a very good provincial governor, however, to become Caesar. Since a significant part of governing anything is inevitably composed of administrative matters, the next chapter deals with your administrative center: the Forum.

CHAPTER II



THE FORUM

In *Caesar II*, the Forum is accessed through a button right in the middle of the game's control panel. This placing is very appropriate, since the Forum is the nerve center of your administration. You should make a practice of visiting it at regular intervals, even when nothing seems to be happening and you're in the waiting-for-the-prosperity-rating-to-climb mode.

SIX SILENT GENTLEMEN, A WOMAN, AND TWO LANDSCAPES

The game manual has already told you what the function is of each character in the Forum. This chapter concentrates on their relative importance, and on some practical details that make good administration easier.



FIGURE 2-1
THE FORUM IS THE
CENTER OF YOUR
ADMINISTRATION. MAKE
A PRACTICE OF
VISITING IT OFTEN.

In addition to your advisors, the Forum screen also contains a map of the Empire you are building. This really needs to be accessed only once—when you hear that Pompous Maximus has completed yet another conquest, and you want to check which province has become a new part of the Roman Empire. However, you'll end up looking at it more often than that, particularly later on in your career when you've reached a certain rank. A little private gloating over one's own progress is good for your gameplay—it refreshes your determination to spread the glory of Roman civilization beyond its present borders.

Finally and very importantly, the Forum screen contains the Oracle. The Oracle presents information on how well your province is doing in terms of Empire, Peace, Prosperity, and Culture. These four ratings determine when your promotion takes place, and reflect any developments taking place in your city and province. It goes without saying that the Oracle is something you want to consult often, especially in the month following any significant changes such as the building of important city structures. The Ratings, and strategies for boosting them, are discussed in the next chapter.

The rest of this chapter contains brief descriptions of each of the advisors and screens available in the Forum.



THE PLEBEIAN TRIBUNE

Yes, the lowly pleb or slave labor advisor is one the two most important in the Forum (the second is the Treasurer). The power of plebs in *Caesar II* is absolute. Without adequate plebeian labor, your city will burn to the ground, your industries won't produce, and your fine infantry will get trampled by a single, slightly retarded Carthaginian war elephant. In other words, the plebs are responsible for all the city maintenance and provincial industry labor, as well as providing your legion with its missile troops: slinger units.

You should adjust the number of plebs assigned to each task immediately following any construction work in the city. Should you forget, a warning message will flash on the game's menu bar—if you delay any further, a brand-new library may go up in smoke.

When you open the plebs display, you see a list of duties to which your plebs are assigned. The top entry always consists of 20 plebs engaged in construction work. Yes, these 20 guys are the magicians that make buildings pop up at the click of your mouse. The number of plebs in the construction crew cannot be adjusted.

The number of plebs assigned to all other duties *can* be adjusted, and since this number can be changed, mistakes can be made.



Generally, it is a wise move to maintain a slight surplus of plebs, even after you've got all the slingers you need. In Caesar II, like in all good strategy games, quick implementation of decisions is very important, and with extra plebs on hand, you do not have to wait for their numbers to rise before building new city structures, provincial industries, etc. In any case, it never hurts to have a few extra slingers.

CITY MAINTENANCE

Plebeian labor is responsible for everything that has to do with making your city work: fire prevention, city roads, city water, and city walls.

FIRE PREVENTION

You should regard plebs assigned to fire prevention as sacred, and never reduce their numbers below those needed. On the contrary, it is good practice to keep a couple of plebeians more than necessary. Otherwise, you find yourself spending a lot of time on minute adjustments to their numbers, and constantly short of labor.



FIGURE 2-2
THE COST OF KEEPING
A COUPLE OF EXTRA PLEBS
IN FIRE PREVENTION IS
MINIMAL COMPARED TO
THE COST OF REPLACING
A BURNED-OUT COLISEUM.



You need one plebeian for every eight tiles of building (for example eight huts, or a temple and a market). The extra two plebs assigned to fire duties will take care of any housing you build on the spur of the moment.

Another advantage of keeping an extra pair of plebs in fire prevention is that you can always change them into slingers when desperately short of armed men.

CITY ROADS

Plebs assigned to city road maintenance are not as important as the ones in fire prevention. Replacing a road tile that has crumbled due to lack of maintenance is cheap, and if you ever are in a desperate emergency where a couple of extra plebs can really save your life, go ahead, reduce the plebeian road crews. However, it is not wise to maintain their numbers below required levels for any length of time. Road access is a critical factor in the development of most city buildings, and its lack can lead to a dramatic drop in land values.

Just as in fire prevention, one plebeian takes care of eight tiles—only here it's eight tiles of road.



CITY WATER

You need plebeian labor to ensure water supply to two types of city structures: fountains and bathhouses. In Roman times, getting all the water moving in the right direction must have been quite a feat, for you need two plebs per each fountain or bathhouse—making the water works crew a significant position in your city budget.

When tempted to reduce the number of city water plebs below required levels, remember that this will mean some of them will not be working at least part of the time. The absence of working bathhouses and fountains causes land values to drop through the floor, and you may find whole areas of housing changing into slums. This development raises unrest levels, and generally is wise to avoid.

In dire emergencies, treat the plebs assigned to city water as more important than those assigned to roads, but less important than those in fire prevention.

CITY WALLS

You have to build a city wall to worry about plebs for its maintenance, and it makes no sense to build city walls until they are absolutely necessary to raise land values. This happens only in the later stages of *Caesar II*, when the Prosperity rating required for further promotion is very high. Arguably, city walls also are meant to protect the city from Barbarians, but with the help of this book, no Barbarians will ever make it to your City screen—unless you really want them to (this eventuality is discussed elsewhere)—so you needn't worry about building city walls for that purpose.

When you do have to build city walls, you will need one plebeian for each eight tiles of wall—just like with fire prevention and city roads.

PROVINCIAL WORK

Provincial industries that require a work camp (farms, mines, and quarries) also require plebeian labor. Getting things done in Caesar's time was pretty labor-intensive, and so you need ten plebs to produce one unit of goods, regardless of whether it's stone or wheat.

The Plebeian Tribune display tells you that you need 30 plebs for each farm, mine, or quarry. In reality, you only need this many when the industry in question is supplying more than one factory in the city. Each



working factory needs one unit of raw materials a month, and one unit per month takes just ten plebs to produce. You need just ten plebs to supply a factory, not 30.



The provincial plebs are a lazy lot, and they are not always working like they should. Check with the Merchant regularly to see whether your ten plebs are really producing a unit of materials every month. Sometimes you'll discover the output is zero—your plebs are having a party. Farmer plebs are especially lazy.

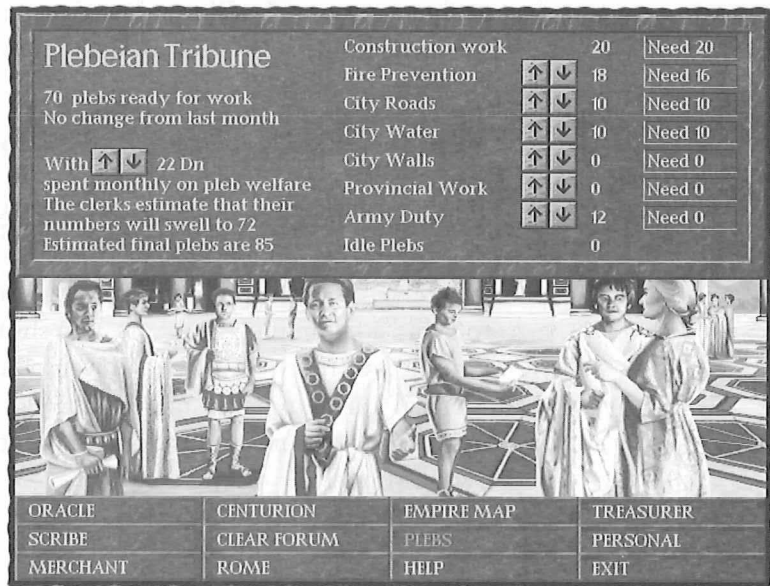
The relatively high number of plebs needed to make anything happen in provincial industries means that you have to prepare in advance. Raise the plebs welfare budget three to four months before you build anything on the Provincial level, drafting the extra plebs into the army. Then, when you're ready, build the industry of your choice and immediately assign 20 plebs to provincial work. After you've built up the maximum possible surplus in the warehouse (14 units), do not cut back the number of plebs to ten. Instead, treat those ten extra laborers as a reserve for your slinger units.

ARMY DUTY

In addition to all the important functions described above, plebs drafted into army duty form an invaluable military unit: slingers.

Slingers and their usefulness are dealt with in detail in the Legion chapter. When looking at things from the Forum perspective, the rule of thumb is to maintain at least 50 plebs in the army. With the addition of an extra ten or more plebs from the provincial workforce, your cohort will always be supported by a strong slinger unit, and that may mean the difference between victory and defeat.

If you have more than one cohort, you need more than 50 plebs in the army. However, two cohorts do not require 100 slingers—70 is enough. Remember that you can regulate the size of the cohorts through the “Mobilization” button; if that does not suit your needs, you can fine-tune the number of slingers in each cohort in another way. You can transfer any number of slingers between cohorts by moving them out of the army, demobilizing the cohort you intend to weaken, and pressing the plebs back into military service the following month. In this way, all

**FIGURE 2-3**

PLEBS CAN GET EXPENSIVE
IN PROVINCES WITH
HIGHER DIFFICULTY RATING,
BUT DON'T LET THAT
MAKE YOU CUT DOWN
ON THEIR NUMBERS.

of the newly conscripted plebeians will join the remaining active cohort. This maneuver takes two months of game time, which is more than enough to evaluate any armed threat to your province and decide which cohort you want to reinforce. You'll find more details on cohort management in the Legion chapter.

The number of plebs you need to keep on military duty is also dependent on the number of those engaged in provincial work. Three industries employing 60 plebs yield 30 slingers, or even 60 in an acute emergency. Remember to take this into account, and avoid an unnecessary pleb welfare expenditure.

PAYING FOR THE PLEBS

The number of plebs available for work is determined by the amount of denarii you spend on pleb welfare—their final number is given in the Plebeian Tribune's display. However, the effect of spending varies from province to province; the more difficult a province is to govern, the less plebs for your denarii.



For those of you who like to know exactly what is going on behind the scenes, the number of plebs available for work is set according to the following formula:

$$\text{amount in denarii spent} \times (7 - \text{province difficulty} / 3)$$

where province difficulty can range from 1 to 10.

You start each game of *Caesar II* with 42 to 44 plebs and the welfare bill set at seven denarii per month, which translates into 84 denarii a year. To avoid a fall in pleb numbers, you should increase the welfare bill the moment you reach 48 plebs—the maximum you can have for your seven denarii a month. Continue increasing it in small increments until you have all the plebs needed for city maintenance *plus* 50 slingers—or a single weak slinger century.

The manual says that slingers are a cheap way of supplementing your legion. They aren't. A slinger costs nearly twice as much as a heavy infantryman in annual terms. At the same time, a strong slinger unit is absolutely essential to give your cohort a fighting edge. You can only afford to let the number of your slingers drop once you've got at least 40 provincial workers as a potential recruitment pool.



Avoid increasing the plebs' welfare bill by big amounts. The rise in pleb numbers simulates a natural birth rate, and you need a huge month-to-month budget increase to get a big month-to-month change. The most cost-effective way to get more plebs is by increasing the welfare bill by a single denarius whenever their numbers stop growing. Once you've got all the plebs you want, you can reduce the welfare bill by several denarii without a drop in pleb numbers.

THE TREASURER

The Treasurer's role is as important, if not more, as that of the Plebeian Tribune. However, mistakes made managing the Treasury take a few months to have an effect, while those made while adjusting the plebs' number can have immediate and catastrophic consequences. When venturing into the Forum for a routine check on things, always talk with the Plebeian Tribune first and the Treasurer second.



The top item on the Treasurer's agenda is, naturally enough, the amount of denarii in the Treasury. Compare it with the sum needed for current yearly expenses every time you talk to the Treasurer, particularly when running a deficit.

BALANCING THE BUDGET

One of the more difficult aspects of *Caesar II* is that building up your city always involves an initial deficit. To make matters worse, you have to keep the population tax low to ensure fast growth, and there's always the Emperor with his pesky demands. An Imperial request for hard-to-get raw materials can mean losing the game through bankruptcy if you don't take the necessary precautions.

To stay safe and secure financially, the state of your Treasury should reflect the following formula:

total expenses for current year + 2,000 denarii

Two thousand denarii takes care of almost anything that could possibly happen, such as emergency building of provincial fortifications, a difficult Imperial request, etc. Of course, if your personal savings are well into four numbers, you can afford to let your Treasury fall to very low levels.

DEALING WITH THE DEFICIT

If you choose to play *Caesar II* at a higher difficulty level, it's more than likely that your Treasury will get into the red from time to time. What's more, sometimes it is in your best interest to let that happen. When you are running a constant deficit that is eroding the meager funds you still have left, hiking taxes isn't the answer—it only makes matters worse. You have to invest in industry and housing, and do it quickly or your career ends.

This is where your personal savings can come in pretty handy, but occasionally, it won't be enough. The result is a red number on the Treasury panel, but don't let that stop you from making a needed investment! You have two years to balance your budget, and balancing the budget means simply achieving a positive balance of funds for just *one* full month. On the other hand, if you hesitate and let this situation drag



on, you are losing money every month, making a balanced budget more difficult to achieve.

So when your Treasurer informs you of a constant annual deficit, do not raise taxes. Invest in industry right away, and keep industry tax levels low for the first few months to ensure maximum start-up speed. Then raise tax levels bit by bit until they start stifling industrial production. If you have external trade connections (port, trading post), this will happen at ten percent industrial tax.



The maximum safe and sustainable industrial tax, given an adequate workforce and external trade connections, is nine percent. This amounts to quite a lot of denarii if you have several factories going.

Keep the industrial tax at the optimum level for a time. Often you'll find that increased employment also allows you to raise the population tax by a notch. Carefully consider if it's worth your while to lower the conscription rate in order to raise the taxes. Lowering the conscription rate increases unemployment and may not bring about the effect you hoped for.

The time to strike is the last budget *before* your two-year budget-balancing deadline. Budget day falls on December 31, and that has consequences. For example, if the two-year deadline falls in August, you do not really have 24 months to achieve positive funds in your coffers, but 24 minus eight, or 16. This is because the time of the budget also marks an influx of tax money, and this is the financial high-water mark throughout the entire year.

Three months or so before the December budget, jack up the industrial rate to the maximum 25 percent (if your businesses are running well, they take some time to cut production). Of course, you have kept population taxes at their maximum feasible level, and donated your personal savings to the city. Although this dramatic increase in industrial tax rate will strangle industrial production for some time to come, often it is the factor that puts you over the top financially. Remember, you only need one month in the black; then you can slide into the red again with another two years for recovery.

Players who have concentrated on the building of their capital city will often find themselves in need of the actions described above. The



plus side is that once you have taken the plunge, industrial investments generate significant profits year after year, eliminating budget deficits.

Remember that industrial tax rates have no effect on unrest levels. However, population tax does, and finding the golden mean there is one of the more difficult aspects of *Caesar II*. If you keep population taxes too high, you may face unrest that will drag on for many, many months. This is because your citizens in *Caesar II* actually have memories. Not only do they know how deeply you've been reaching into their pockets, but also for how long this has been going on.

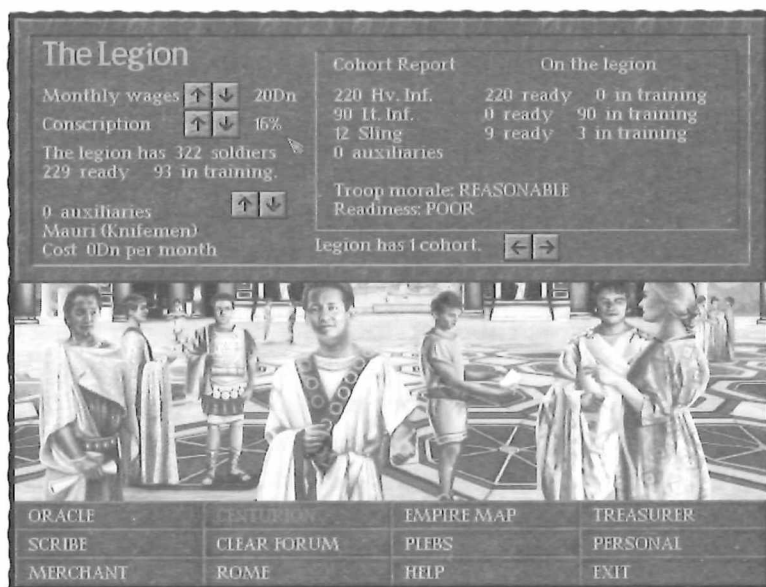
In the easiest provinces, the "ideal" population tax—one that, in itself, does not have any negative or positive effect on unrest—is five percent. A tax lower than five percent has a positive effect on unrest; a tax over five percent, a negative one. This effect is noted by citizens month after month, gradually accumulating into a sum of discontent that could result in riots. While a tax rate of six percent takes a long time to generate dangerous discontent, ten percent could land you in hot water pretty quickly.

Things get more difficult with the increased province difficulty rating. For example, the population of Aegyptus, a province with a difficulty rating of 7, will not find a five percent tax rate as acceptable as the inhabitants of Campania (difficulty rating 1). You'll have to lower the tax or apply other measures to decrease unrest—reduce the conscription rate, raise house values, or build more praefectures and barracks. Otherwise, your citizens could get out of control.

THE SCRIBE

The Scribe—or the clerk that keeps records of the city's finances, population, etc.—is definitely not the third most important Forum functionary. However, if you do consult him at all, you do so after talking to the Treasurer.

The Treasurer's records reach back only one year, but the Scribe's span from ten to 200 years(!), this last option being of use only to dedicated metropolis builders. A glance at the figures over the shorter timespan can help you see how things have been progressing, and really not much else. You will probably reach for the Scribe's records once in a while out of sheer curiosity since there is no other reason for doing so.

**FIGURE 2-4**

THE SOLDIER WITH THE PENSIVE FACE IS THE COMMANDER OF YOUR ARMED FORCES AND, YUP, HE'S GOT PLENTY TO WORRY ABOUT.

THE CENTURION

The soldier with the pensive face is the commander of your legion. Through him, you control everything related to your armed forces.

When you talk to the Centurion, the first panel to appear gives you a breakdown on the composition of your legion, its state of readiness, morale, and the numbers of active soldiers as well as those in training. Do *not* treat this panel as reference when evaluating your military budget. The upkeep costs shown do not include slingers, who are very expensive. Furthermore, all the denarii numbers refer to monthly upkeep; you have to multiply them by 12 to get the true picture. You should use this panel solely to adjust the numbers of heavy infantry, light infantry, and auxiliaries in your legion.

Your armed forces are dealt with in detail in the chapter devoted to the Army. Here, we'll briefly discuss army units from the administrative point of view.



HEAVY INFANTRY

The professional soldiers, or regulars, that form your heavy infantry units are the best ones you have. The number of soldiers, available for five denarii per month each, varies depending on the province difficulty level, and can be anything from as many as 100 to as little as 55. Important: Remember that heavy infantrymen train at the rate of 20 per month. You need time to get your regular units up to strength!

You should have at least 300 heavy infantry in your primary cohort, or Prima Cohors. The proportion of heavy infantry in subsequent cohorts is largely determined by their role. "Types" of cohorts, depending on what part they play in the defense of your province, are discussed in the Legion chapter.

LIGHT INFANTRY

Light infantry units are composed of conscripts, or irregulars. Although not as effective as heavy infantry, they have the great advantage of being yours for free. You have to closely watch the unrest rate while adjusting the conscription rate, however, or those 20 additional light infantrymen could end up costing more than several heavy infantry units!

It is fairly easy to find out the maximum conscription rate you can maintain without causing riots. Increase the rate by increments of two percent and monitor city unrest levels. Do not let them get above medium (orange tiles). The maximum sustainable conscription rate depends on three factors: tax rate, unemployment levels, and land values, and because of that, it can differ widely from city to city and province to province. However, the percentage of citizens drafted into the army has a direct effect on city unrest. This is calculated as follows:

- 2–3%—slight positive effect on unrest.
 - 4–5%—no effect on unrest.
 - 6–12%—moderate effect on unrest.
 - 12–19%—maximum sustainable conscription rate, depending on tax rate, land values, and unemployment.
-



In addition, *Caesar II* allows higher conscription in an emergency. When your prosperous province is threatened by an enemy, your citizens are willing to serve under arms in greater numbers than usual. The reasoning behind this is that the population of your province is anxious to keep all the benefits and privileges of Roman citizenship. As a result, **you can draft up to 30 percent of your city's population for up to 12 months** without catastrophic effect on city unrest levels. However, remember that your patriotic citizens do not want to stay in the army; if you maintain a 30 percent conscription rate for over a year, riots are a certainty.

Should unrest threaten anyway and you really need those extra 100 light infantrymen, reduce the population tax rate to zero percent if necessary. Your overriding goal here is to destroy the Barbarian threat; you can worry later about the 80 or so denarii you lost.

Light infantrymen train at the rate of 40 per month.

SLINGERS

The number of slingers in your legion is adjusted through the Plebeian Tribune. The Centurion simply confirms how many of them are active, and how many are in training.

Slingers train at the rate of 80 per month.

AUXILIARIES

Although some provinces do not have any auxiliaries available for military service, most of them do. The auxiliaries can range from excellent (Armenian Horsearchers) to average (Chatti Spearsmen).



What all auxiliaries do have in common is the fact that they are hellishly expensive—20 denarii a month for a unit of 50. You should treat them as a last resort, to be reached for only in the event that all other possibilities of reinforcing your legion have been exhausted. Even then, you should wait till the last possible moment before hiring a large force of auxiliaries. They train instantly, so that no matter how many you hire, they are all ready for battle the next month.

Note that if you emerge from a battle with less than 50 auxiliaries, you do not pay a single denarius more for their upkeep.

THE COHORTS

The Centurion also serves as a sort of parade ground for your cohorts. Stats on each cohort are given on a separate panel.

The cohort panels have three uses. First, they inform you how many soldiers of what type are serving under its banner, and what their readiness and morale is; second, a little map informs you of the cohort's present location. The third function is accessed through the Mobilization button. This is a toggle switch with which you can mobilize or demobilize the cohort, or adjust its size. Its function is to let you fine-tune cohort strength.

The manual tells you that the soldiers from a demobilized cohort are divided between the remaining active cohorts. This is not true. A demobilized cohort is “capped” at its current strength. It does not receive any new soldiers from training. However, whenever the number of soldiers serving in your legion drops (for instance, the number of light infantrymen decreases along with the population of your city), the “demobilized” cohort loses its share of men just as if it were active.



Similarly, when you build a new cohort fort and thus form a new cohort, its soldiers are not taken from your existing cohorts as stated in the manual. Instead, your cohort increases each month by the number of soldiers assigned to it as its share of new recruits.



To quickly build up a cohort to serviceable strength, demobilize all the cohorts except for the one you just formed. It will receive all the soldiers you have in training.

You should check on your cohorts periodically, once every three months or so, to make sure each is at the strength you desire. For further details on cohort management, refer to the Legion chapter.

THE MAN CALLED ROME

Right in the center of the Forum stands a dark-haired man of a fairly oily appearance, looking you in the eye with an ambiguous smirk. Yes, that guy can smirk at you all he wants, for he is the Emperor's man—your Imperial liaison, no less.

All this indicates that the Man called Rome is the means by which you communicate with the Emperor. You do this by sending bribes with the help of the button at the bottom of the panel. The effect your bribe has on your Imperial Favor can range from -5 percent to +30 percent. It is determined by how big your bribe is in proportion to yearly tribute, and whether it is bigger than the *previous* bribe you have sent.

Being in Favor can be useful. First of all, your Favor is an important factor in determining the amount you pay as tribute; 50 percent of the annual tribute you pay is calculated on the basis of your standing with the Emperor, and of course, you pay less when you are regarded as one of his (presumably extended) family. In addition, your Imperial Favor has a slight effect on your Empire rating—from ten to 15 percent.

Your good standing with the Emperor can also save your neck when you are unable to comply with one of your ruler's requests for raw materials. You can safely put off fulfilling Imperial demands for a couple of

**FIGURE 2-5**

IMPERIAL FAVOR CAN
PLAY A SIGNIFICANT ROLE
IN YOUR SUCCESS. MAKE
SURE YOU HAVE THE
EMPEROR ON YOUR SIDE.

years; after that, however, your master gets increasingly shrill. At the same time, your Imperial Favor starts dropping by ten percent for every additional year in which you do not send the Emperor any (not all) of the goods he requested. Once your Favor drops below ten percent, you're going to get your head cut off, and thus lose the game. The manual says that the Emperor may change his request to a straightforward demand of denarii, which isn't really true. You have to get goods as specified, or else you're in for it.

What the manual should say is that if you don't have the requested goods, the bribe option really comes in pretty handy. A big bribe (in proportion to your tribute as well as to the size of your previous bribe—a pitiful bribe can further anger the Emperor) can jack up your Imperial Favor enough to stave off the forthcoming execution for a year or even more. However, remember that you still have to supply goods as requested—you can't avoid making the required expenditure. Thus, if your problem with meeting your ruler's demands is simply a lack of cash in the Treasury, bribes from your personal savings aren't the answer. You would be wise to donate all the money you have to the Treasury instead, and get the required industry going—the quicker, the better.



The next section is only for those who really want to know how to get into the Emperor's good graces.

THE AMAZING BRAIN OF THE EMPEROR

Being on chummy terms with the Emperor is not that easy—your master has these mood swings Nero was famous for. Your Imperial Favor diminishes every year—but occasionally, the Emperor is in a benevolent state of mind when reviewing your case. The speed with which Imperial Favor changes depends on the game difficulty level as well as a random factor. It is calculated as follows:

- ⊙ Every skill level is assigned a numerical value, from 0 for Novice to 4 for Impossible.
- ⊙ Every year sees a basic decrease in Imperial Favor—emperors have short memories. This decrease can vary from 3 to 7.
- ⊙ Every year also sees a random increase in Imperial Favor (things can't always be bad), ranging from +0 to +7. When all the above is totalled up, it becomes apparent that the best a player on Impossible can hope for is no change in Favor from year to year, while a Novice can see a big increase.
- ⊙ Imperial Favor is calculated on a scale of 0–200. The friendlier you are with the Emperor, the more you have to do to maintain that state of affairs: If your Favor is over 175, every year will see an extra –2 change. If it is below 25, every year will see an increase of +2, because the Emperor is fond of underdogs.

Of course, Imperial Favor is also dependent on how well you fulfill the various requests for raw materials the Emperor has every five years. The Imperial liaison reminds you of your lord's latest whim, and how many units are still undelivered. While you can take up to four years of game time to meet an Imperial request, you do have to meet it sometime, or the Emperor will have your head on a platter. The only reason to delay compliance with his requests is when they involve expenses beyond your immediate capability, and you need a year or two to get the necessary cash stashed away.



THE MERCHANT

The Merchant is the guy to the left of the Centurion, offering you a profile decorated by a thoughtful frown. The panel accessed through the Merchant informs you what raw materials are available, which are actually being produced, what are the production levels, and how well the city's factories are supplied.

The most important bit of information here, however, is the amount of raw materials in your warehouses. This is what you want to check before you start drafting plebs from the provincial workforce into the army. You don't want one of your factories to stop manufacturing goods because of a materials shortage—industrial tax is too important as a source of income.

PERSONAL ADVISOR

Your Personal Advisor is a surprise: She is a woman! Rumor has it that she is the provincial governor's wife. Being the provincial governor, you should take note of that.

Your Personal Advisor is important, for it is through her that you control your personal finances. However, you will quickly find that it pays to be more concerned about your city and province than about the money you make. With regard to your salary, there are two possible strategies. You may find them useful even when playing at lower difficulty levels, when funds are plentiful.

The first strategy is recommended for players relatively new to strategic gaming. You should set your starting salary at 30 to 40 denarii a month. This will result in huge deficits at the outset, and thus force you to carefully consider the expense of building new city and provincial structures. By the time city funds run out (and they will—you are bound to overdo things slightly as a new player), you will have amassed a considerable sum in savings. You should then donate as much as is needed to the city, and reset your salary to five denarii. One donation probably won't be enough, but before your savings run out, you should be able to turn things around and have a budgetary surplus. Then you can jack up



your salary again, keeping in mind that you need regular surpluses to increase your Prosperity rating (ratings are discussed in the next chapter). In this first strategy, the aim is to provide you with a warning bell when your financial situation becomes precarious, and to make sure you have the funds to turn it around.

The second strategy is ultimately the better one. You should set your salary to five denarii at the beginning of the game and each new province. This provides you with a little bit extra in the way of emergency funds, and keeps the deficit at a reasonable level (unless you go wild in spending elsewhere). When you start getting regular budgetary surpluses, slowly increase your salary by increments of five denarii, up to anywhere between 20 and 40 denarii a month. Paying yourself a larger salary is impractical for two reasons: One is that your goal here is to become Caesar in the shortest time possible, and you won't achieve that by dragging down the Prosperity rating. The other reason is the Imperial Tax imposed on your savings at the whim of the Emperor.

THE LONG HAND OF THE EMPEROR

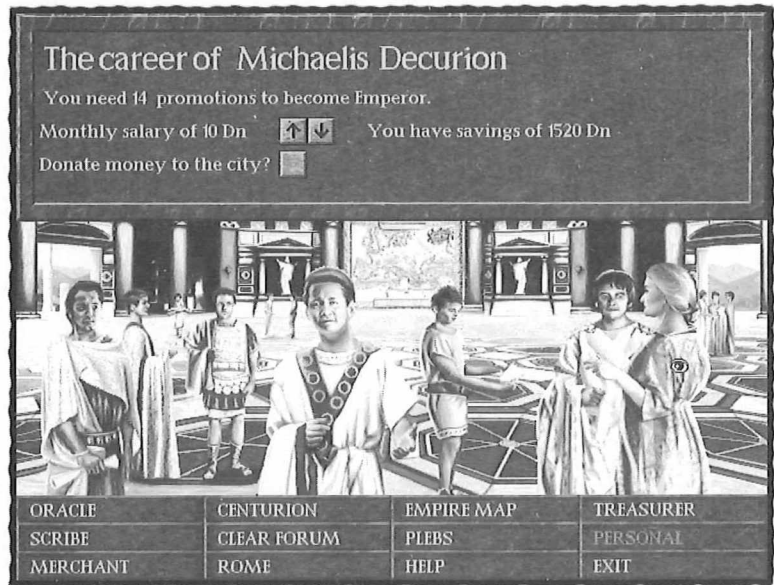
The Emperor gets into his taxing mood once every few years. The higher the game difficulty level, the more often this is likely to happen. The Imperial Tax is imposed only on players whose savings have reached a certain amount, and varies according to your rank; the more provinces you have conquered, the less you pay in tax.

Bearing in mind that you can conquer up to 20 provinces, the tax rates are as follows:

- At over 8,000 denarii in savings, from 35 (first province) to eight percent.
 - At over 5,000 denarii in savings, from 25 (first province) to four percent.
 - At over 3,000 denarii, from 15 (first province) to one percent.
-



FIGURE 2-6
CAESAR II IS ABOUT
 BECOMING CAESAR, NOT
 A RICH PROVINCIAL
 GOVERNOR. YOU DON'T
 NEED BIG SAVINGS TO GET
 THINGS GOING IN THE
 EARLY PROVINCES.



The tax rates are designed to discourage the hoarding of denarii, particularly in the early stages of the game, when it really isn't necessary. In the later stages of your career, when you have distinguished yourself in the service of the Emperor, the tax rate is less, and that makes sense, since you need considerable personal funds to colonize a highly hostile province.

Don't get greedy. It's not worth it. Remember, the game is about becoming Caesar, not rotting away in some forgotten province atop sacks of gold.

CHAPTER III



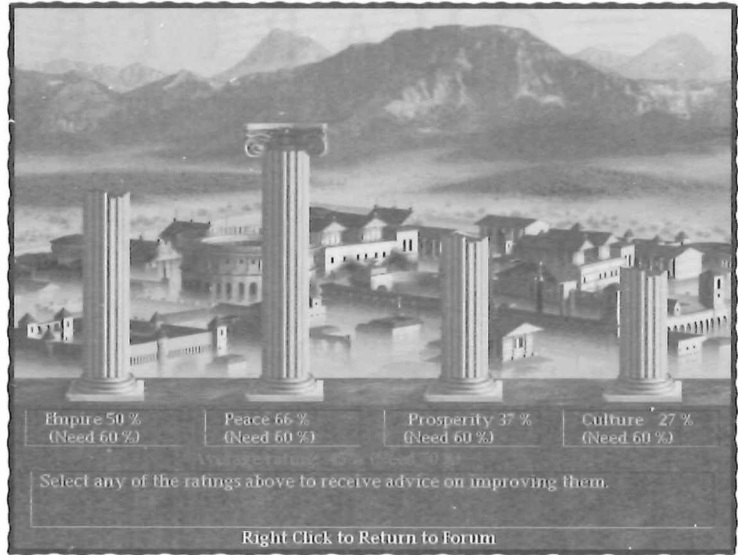
THE RATINGS RACE

The Ratings determine when your promotion takes place. In the long run, they determine when you become Caesar and win the game. The quicker you achieve the required ratings in each province, the quicker you are promoted and win the Emperor's laurels.

Take note that the Peace and Prosperity ratings need time to grow to their required levels regardless of how quickly you develop your city and province. Also, the Culture and Prosperity ratings are interlinked in a way that makes instant promotion impossible. It is wise to avoid splashing money around in an attempt to raise your ratings. You have to spend significant sums just to *maintain* your Culture rating as your city grows, to say nothing about raising it.

You can obtain information on how to raise any given rating by clicking at the base of its column in the Oracle. However, the advice given, while always true in general terms, often does not apply to your specific situation.

Let's say you need to raise your Culture rating by a couple of notches. You click at the base of the column representing your Culture rating,

**FIGURE 3-1**

THE RATINGS DETERMINE WHEN YOUR PROMOTION TAKES PLACE. THE QUICKER YOU MAKE THEM GROW, THE FASTER YOU'LL BECOME CAESAR.

and you're advised of an ongoing spiritual crisis. You may be tempted to build a couple of basilicas in the hope that this puts you in line of promotion. Well, before you do, go to the City level and check on library and hospital coverage. That one library you built when your city reached the required population level may now be far from sufficient, and building another library is the quickest way of giving a big boost to your Culture rating.

It's important to remember that all Ratings are subject to a population cap, i.e. they cannot rise beyond a certain level without an increase in the size of your city. The population caps for each of the four Ratings are as follows:

- Empire—One percent for each ten people. That means you need at least 200 citizens in your city *before* you can achieve a rating of 20 percent.
- Peace—One percent for each ten people, with the same effect as above.
- Prosperity—One percent for each 40 people. The relatively high number of people here means the size of your city is an important



consideration; you need 800 people before you can get a Prosperity rating of 20 percent.

- Culture—One percent for each 30 people. There's a slight Catch-22 situation here—you need more people to raise your Culture rating, but more people need more city services, and so on. You need only 600 people before you can get a Culture rating of 20 percent, but once the required rating moves past 50 percent, getting it up there requires some careful juggling.

All of the Ratings accessed through the Oracle are discussed below in the same order in which they appear on the screen.

THE EMPIRE RATING

The Empire rating represents your province on the Imperial level. An undeveloped province counts less as part of the Roman Empire than a well-developed one. Thus, your Empire rating is largely dependent on your achievements on the Provincial level.

The other consideration in your Empire rating is the Imperial Favor you currently enjoy. It determines between 10–15 percent of your Empire rating, so it's not a major consideration—unless a couple of Empire points are all that keep you from getting promoted.

Your Empire rating is, in effect, a sum of numerical values assigned to various provincial developments and to your Imperial Favor. You can calculate your rating by summing all the numerical values expressed by the formulas below. Use them as a checklist when you want to know exactly how many points you stand to gain through any given provincial development.

- $(\text{Imperial Favor} - 80)/10$
- Number of empire connections (ports, border towns) $\times 15$
- Number of connected towns $\times 5$
- $(\text{Number of work camps} + \text{number of warehouses})/2$
- Number of shipyards $\times 2$



- ⊗ Number of farms
- ⊗ Number of mines
- ⊗ Number of quarries
- ⊗ Number of trading posts x 2
- ⊗ Sum of the above = Empire rating

The one percent per each ten people cap on your Empire rating is rarely a consideration.

THE PEACE RATING

There are two factors that go into determining your Peace rating. One is time, and the other is all the provincial developments that take place during that time.

Your Peace rating goes up by 0.2 percent with every month of your governorship. This initial increase is then modified by the following provincial developments:

- ⊗ Local uprising—loss of 0.6 percent
 - ⊗ Raiders—loss of 1.2 percent
 - ⊗ Barbarian invasion—loss of 1.8 percent
 - ⊗ Enemy invasion—loss of 2.4 percent
 - ⊗ Barbarians enter city—loss of 6.4 percent
 - ⊗ Pacification of tribal settlement—gain of 1.2 percent
 - ⊗ Victory in battle—gain of 2.4 percent
 - ⊗ Defeat in battle—loss of 1.2 percent
 - ⊗ Barbarian capture of a Roman town—loss of 1.2 percent
 - ⊗ Destruction of any provincial industrial structure—loss of 0.6 percent
-



FIGURE 3-2
AFTER AN INITIAL
PERIOD OF PEACE,
TRIBAL SETTLEMENTS
START REBELLING AGAINST
ROMAN RULE.



The numbers above tell their own story and make it obvious there is only one way to ensure that your Peace rating grows as fast as it can. There is an initial “honeymoon” period with each new province you govern. This varies with the game difficulty level you’ve chosen, but always allows you some time to build up your legion as well as your Peace rating. After that, however, unpacified tribal settlements start to spew out rebel armies, and before long, Barbarians come knocking at the gates. The appendix at the end of this book gives you detailed information on the frequency of uprisings, raids, invasions, etc., for each game difficulty level.

PAX ROMANA, OR ELSE

The first step in ensuring a steady increase in your Peace rating is pacification of tribal settlements. However, it is important that you do not overreach yourself. Pacify the settlements you can, and only *if* you can. If your only cohort is on a pacification mission in one corner of the province and a Barbarian army appears in another, you could be in for a lot of trouble.



For starters, only pacify settlements within short to medium distance of your city. Try to do it as quickly as possible, or as soon as your cohort is strong enough (details on strength of Barbarian armies can be found in the Legion chapter). Remember that each victory raises the morale of your cohort by a notch, and that only a cohort with excellent morale can be relied upon to defeat a superior force.

Whenever you're considering action against a tribal settlement, see whether it wouldn't be worth your while to connect it by road even before you give your cohort its marching orders. You need not fear an immediate Barbarian attack along your new road connection—presumably, the natives are in a state of shock at having their hairy Barbarian lifestyles disturbed by this development. The road connection enables your cohort to get there and back in record time, and since the tribal settlement changes into a Roman town following your victory, you also get Empire points for the road connection.

You should not attempt to pacify any far-flung tribal settlements until you have formed your second cohort. As you can see from the list above, the greatest drop in your Peace rating occurs when Barbarian troops manage to actually enter your city. Your whole military strategy should be formulated to never let a Barbarian army enter your city unless you want them to, which might happen, and which is discussed in the City chapter.

The placing of your second cohort fort often reflects the second most important consideration in your Peace strategy, which is preventing the destruction of provincial industries. With two cohorts and a good road network, you can deal with almost anything thrown your way. Remember that each battle you win gives your Peace rating a boost that obliterates the loss of points incurred when Barbarians make an appearance, and often results in a net gain. For detailed information on dealing with armed threats, refer to the Legion chapter.

Your Peace rating is the one that holds you back the most. It needs a lot of time to build up, particularly in the later stages of your career. Therefore, you should make sure it grows only as fast as it can.

Your Peace rating has a population cap of only ten people for each one percent, so this is hardly a consideration.



THE PROSPERITY RATING

You start working on your Prosperity rating right away, whether you like it or not—your first goal in every province you govern is to make it prosperous. However, that involves running a sizable deficit for the first few years, which makes achieving the required Prosperity level more difficult.

If this sounds a little like a vicious circle, that's absolutely right because it's one of these situations where you are damned if you do and damned if you don't. There are three factors determining your Prosperity rating, and one of them is your "rolling profit"—the sum total of all your budget deficits and surpluses from the day you take over as governor of a new province. In other words, a large initial deficit continues to exert an influence on your Prosperity rating even though you have been running surpluses for several years.

The silver lining in the cloud is that your rolling profit is capped at 4,000 denarii. If you run a deficit of 6,000 denarii, they'll count as -4,000, and surpluses over +4,000 don't count, either. Also, your rolling profit can determine only up to 20 percent of your Prosperity rating.

The most important factor determining your Prosperity—up to 60 percent of your rating—is a numerical value called the current gdp, or gross domestic product, by the designers of the game. This is determined using the following formula:

$$\text{current gdp} = \text{average population tax bill} \times 100$$

where the average population tax bill is the amount displayed in the top left corner of the Treasurer's panel, usually a decimal fraction (e.g. 0.48 dn).

The resulting gdp is then divided by 4 (with 0.48 dn, the result would be 12). Take note that the above formula means the current gdp is directly related to the land values in your city. The higher the land values, the higher the current gdp.

The third factor is something you largely ignore when examining your Peace and Empire ratings: the population of your city. You need 40 people for each Prosperity point, and if you have less than 2,000 citizens,



FIGURE 3-3
UNDERSTANDING THE
NUMBERS IN THE
TREASURER'S DISPLAY IS
KEY TO ACHIEVING
THE REQUIRED
PROSPERITY RATING.



the small size of your city limits your Prosperity rating to 50 percent—well below the requirements you face in the later stages of your career.

The population of your city also affects your Prosperity rating in a more direct way. The city's size is part of the formula used when calculating Prosperity; it is expressed as the population factor, which consists of your city's population divided by 40. The result is capped at 50. If your city numbers more than 2,000 inhabitants, you won't get more points.

The complete formula for calculating your Prosperity rating is as follows:

$$\text{prosperity rating} = \text{current gdp} + \text{population factor} + (\text{rolling profit}/200)$$

where current gdp is capped at 60, population factor—at 50, and the result of dividing your rolling profit by 200—at 20 (either above or below zero—which reflects constant deficits).



Income from industrial taxes plays no direct part in determining your Prosperity rating. However, remember that your city's factories are an important contributor to the wealth of its citizens, even though they lower housing values in their immediate neighborhood.



THE CULTURE RATING

The Culture rating is the most difficult one to manipulate of the four. On the surface, it appears to be deceptively simple—it is the sum of entertainment, religion, and utility levels in your city.

The three mentioned levels are calculated by dividing the number of theatres, temples, or hospitals by their assigned numerical value. The result is then compared against the population of your city through a divisor—a single theater in a fair-sized town won't mean as much as a theater in a village. Roughly speaking, the more citizens you have, the smaller your Culture rating will be, unless you look after it in an active manner.

When you take into account that Culture has a relatively high population cap—one percent for each 30 people—it becomes clear you have to spend quite a lot on entertainment, religion, and utilities before you reach the level required for promotion. As with other ratings, this is particularly true in the later stages of your career.

Your Empire, Peace, and Prosperity ratings are all affected by developments on the Provincial level. Culture, however, is wholly dependent on developments at the City level. While a high culture rating does have provincial implications (a high culture rating is synonymous with high housing values, making it possible to raise a larger army) there are no provincial developments that can affect Culture. It's all in the City.

Note that many types of city structures become available only after your city has grown to a certain size.

All city structures are discussed in detail in the next chapter. The sections below deal with the impact each structure has on your Culture rating.

UTILITIES

City utilities include several different types of buildings as well as gardens and plazas. Utility construction costs span from three denarii (a garden) to a thousand (a library affect). The formulas for calculating their effect on the Culture rating are provided below. Naturally, do not expect to see a lot of bang for the few bucks you spend on a garden. At the other end of the spectrum, a library can boost your rating dramatically. It only



becomes available once your city population passes 1,200 citizens, and by that time, you usually *need* it. Otherwise, your Culture rating could actually fall.

City utilities can be divided roughly into two categories, depending on their role in the development of your city; some are essential, some are not. They invariably have a strong positive effect on land values, although this varies in terms of bang for the buck. All issues concerning city utility structures are discussed in detail in the next chapter.

Every utility raises your city's utility level either a little, or a lot. In terms of points per denarii, gardens and plazas are the best value. However, buildings such as hospitals and grammaticus schools are absolutely essential to your city's early development, so you can't really choose between 50 gardens and a library.

The impact of any type of city utility on your utility level is calculated using this formula:

$$\text{number of (given type of city utility)} \times (\text{utility value})$$

where the utility values are as follows:

- ⊗ Gardens and plazas—0.5
- ⊗ Baths—1
- ⊗ Grammaticus—4
- ⊗ Rhetor—7
- ⊗ Hospital—10
- ⊗ Library—20

The formula used for gardens and plazas is slightly different:

$$(\text{number of gardens} + \text{number of plazas}) / 2$$

The sum of the values of all the utilities in your city is your utility level. It cannot exceed 100—which indicates that 100 percent of your citizens' needs are being met.



FIGURE 3-4
GARDENS ARE A COST-EFFECTIVE
WAY OF RAISING BOTH
LAND VALUES AND
YOUR CULTURE RATING.



RELIGION

The role of the temples in *Caesar II* is different from that in the original *Caesar* game. Temples no longer quell unrest; instead, they store your treasury's gold, raise land values, and affect your Culture rating. All temple details are discussed in the next chapter.

As with utilities, each different sized temple has an assigned value. The sum of these values is the city's religion or worship level. The formula for calculating the religion level for each type of structure is identical to that used in utilities:

$$\text{number of (size of temple) x (temple value)}$$

where temple sizes and values are as follows:

- Shrine—2
- Temple—7
- Basilica—12

The medium-sized temple offers the best value for your money, so feel free to build just those instead of all three sizes. If you're rolling in



denarii, you may want to add a basilica or a shrine for purely decorative purposes. Shrines are especially nice in the later stages of development.

The sum of all temple values is your city's religion or worship level. As in utilities, this can never exceed 100.

ENTERTAINMENT

Entertainment structures are the most expensive category—from 50 denarii upwards per one entertainment level point. However, the boost they give to land values more than offsets their cost. You can find a detailed discussion of all entertainment structures in the next chapter.

The formula used to calculate the impact of each type of structure on the entertainment level in your city is identical to those for religion and utilities:

$$\text{number of (type of object) } \times \text{ (object value)}$$

where the values are as follows:

-  Theater—5
-  Odium—8
-  Arena—12
-  Coliseum—16
-  Circus—20
-  Circus Maximus—25

The sum of the values of all the entertainment structures in your city constitutes your city's entertainment level. As in the two other "culture" categories, this level cannot exceed 100.

CALCULATING CULTURE

Your Culture rating is not a direct derivative of your city's utility, religion, and entertainment levels. As mentioned elsewhere, a single theatre in a town of more than 1,000 people won't mean as much as in a village



of 200. Therefore, to get a true picture, the three levels are separately subjected to a population divisor:

$$\text{true (entertainment, religion, utilities) level} = \frac{\text{(city entertainment, religion, utilities) level}}{\text{pop. divisor}}$$

The divisor is calculated by dividing the population of your city by 16+2. The resulting three “true” levels are summed up and divided by 3:

$$\text{culture rating} = \frac{\text{(true entertainment level} + \text{true religion level} + \text{true utilities level)}}{3}$$

Calculating your Culture rating is a long process, so don't feel you have to give it a go because you know the appropriate formulas. These are meant to give you a sense of proportion when planning your “cultural” expenditures. The time spent on making detailed calculations is better spent planning strategy.

RAISING RATINGS

Your ratings strategy should be timed to the slowest-growing rating of the four: Peace. The shortest time to reach the required Peace rating is predetermined by the game. There's nothing you can do in addition to pacifying every Barbarian village and defeating every invading army before any damage is done. Since pacifying far-flung tribal settlements carries risks, you may want to forego the extra 1.2 or 2.4 percent. Remember, the Peace rating grows at the rate of 0.2 percent per month.

The Empire and Prosperity ratings are closely interlocked. Developing your province in order to achieve prosperity means progress at the Imperial stage. Finally, achieving a good rate of city growth is synonymous with building numerous utilities, which raises your Culture rating somewhat. However, developing your Culture rating to the required level is not an automatic process. Plan significant extra expenditures in this area.



FIGURE 3-5
REACHING THE REQUIRED
CULTURE RATING CAN
BE QUITE DIFFICULT. PLAN
LARGE EXPENDITURES
IN THAT AREA.



To sum up: You should aim to achieve prosperity as quickly as you can. By the time you see a regular budgetary surplus, both your Peace and Empire ratings will have grown somewhat. Since the most effective way to achieve Prosperity is through building ports and trading posts, generally the Empire rating can often be met almost by accident.

Your focus should then shift to ensuring uninterrupted growth of your Prosperity rating while making investments in the Cultural area. Often, you find that extra industrial investments are necessary in order to painlessly build a circus later on.

Ideally, you should be promoted the moment your Peace rating reaches the required level. However, this is very difficult to achieve. Note that in order to be promoted, you have to meet an Average Ratings Level that is higher than any of the four individual levels. This means you have to achieve a fairly substantial surplus in at least two areas *in addition* to meeting all other requirements.

Let promotion-upon-reaching-Peace-rating be your motto, but don't get frustrated if you fall short of the ideal by a couple of years. It's the striving that matters. By tailoring your actions to the growth in Peace first and Prosperity second, you get promoted faster and win the game sooner.

CHAPTER IV



THE CITY

If your provincial empire were a living organism and the Forum its head, the capital city would be its heart.

The city's influence on the state of your affairs is both crucial and far-reaching, playing an important part in literally every aspect of *Caesar II*. Your capital is truly the heart of your administration, and its citizens are the lifeblood of your province. For instance, provincial industries won't amount to anything without factories in the city, worked by the city's inhabitants.



*Much of this chapter concerns land value. To drive home the point about land and housing values, terms such as "housing value of 42 denarii" are used, but that does not mean the land has actual monetary value. The figure of 42 denarii in this case simply serves as a means to calculate land values. **Note that population tax is only applied to housing!** Land values of structures such as arenas, rhetors, etc. are not part of the tax.*



The income your citizens generate for your Treasury is perhaps the single most important factor in the game. Population tax often is your biggest source of income, even when you lower the tax rate to 5 percent percent and beyond. Do not take this statement as an encouragement to rely on population tax for your moneys. On the contrary, you should always strive to lessen your reliance on population tax by developing provincial industries. Low population tax stimulates city growth and land values; it also results in more light infantry for your legion.



In an early version of the game, industrial tax was far more important than population tax. Given a medium-sized but high-producing industrial base, it was possible to lower the population tax to one percent and still maintain a substantial budget surplus!

The importance of light infantry grows with the growth of your career. As you come closer to becoming Caesar, the Ratings requirements make a large, wealthy city an absolute necessity, and a large, wealthy city can supply plenty of cannon fodder. Later in your career, light infantry units can mean the difference between getting promoted and losing the game.

The size of your city and its prosperity also exert strong influence on your Ratings. The Culture rating is determined exclusively by the number and value of municipal, entertainment, and educational structures in your city. The Prosperity rating is closely tied to the size of your city's population, and all the Ratings have a population cap; they cannot rise above certain levels without a corresponding increase in the number of your citizens.

Finally, it should be mentioned again that *Caesar II* can be played solely on the City level. Naturally, this makes for a much simpler game, and also a *different* game in a way—changes in your city do not have any provincial implications. The conscription issue does not arise, as there is no army. Building a city while playing in the City-Only mode is really different from building a city that has to serve the needs of a province.

Since building a city without provincial implications is easier, this chapter focuses on developing a metropolis that is not just a jewel of urban planning, but also a strong-beating heart of a province.



FIGURE 4-1
YOUR CITY SHOULD BE
MORE THAN AN URBAN
JEWEL—IT IS ALSO THE
CAPITAL OF A PROVINCE.



URBAN PRINCIPLES

Caesar II features an excellent online help system that offers many sound tips on the development of your city. However, they are accessed through separate panels. This section assembles them into an overall picture, sketches out a general strategy, and corrects the few instances of bad advice in the game's online help.

There are several general rules that should always be applied when building your city. These are:

- Get the most out of every land tile you build upon. Start working on raising land values right away, and continue until it's impractical for you to do so. Remember that many city structures go through several changes in stature before hitting their top land values.
- Maintain an adequate security level. Lack of security means no tax income as well as robberies and riots. Praefectures are useful in more ways than one: Your vigiles fight rioters *and* fires *and* Barbarian soldiers on the City level. Think twice before building barracks, and do *not* build city walls unless it is necessary to increase prosperity.



- Build a really efficient road network. Road tiles are cheap, but their maintenance costs aren't—not in the long run. What's more, all of the city "walkers"—forum clerk, market trader, vigile, and so on—can only walk a limited distance before disappearing or finishing work, as you like). Ensure that all the buildings that need road access do have it, but remember that some don't need it—they can be placed in the middle of a large block. Don't be afraid to rebuild your road network if the destruction involved affects only housing and perhaps one or two less expensive city structures. Remember that any good changes you make can actually earn money because of higher housing values and/or city population, which results in more tax money.
- Maintain high employment. High employment actually raises housing values—people want to move where there are jobs. Also, unemployment is a major factor in causing city riots, which, in turn, can cause incalculable damage. All city buildings, with the exception of housing, generate jobs. You can find the exact numbers both later on in this chapter and in the Appendix at the end of this book. Factories are *not* the most important employer. A hospital has more jobs than a factory, so there's more to high employment than building a couple of industries. On another note, remember that conscription actually lowers city unrest by providing jobs. For details, refer to the Centurion section in the Forum chapter.

The rest of this chapter describes in detail the most cost-effective approach to city building. While you may allow yourself mistakes in city planning when running a huge budgetary surplus, such mistakes in the initial stages of the game may prove fatal, especially on higher game difficulty levels.

Each section deals with a stage in the development of your city, and is followed by others that describe in detail the structures you encounter while at that stage. Thus, because the Circus Maximus is the last thing you'll want to build, you'll find it after the last city-development section and at the very end of the list of city structures.

While much of what this chapter has to say plays an important role in raising housing values, housing is discussed in detail in Chapter 5. The importance of housing in *Caesar II* merits a separate chapter.



CITY LOCATION

Choosing the site for your city is the second decision you have to make upon starting a game of *Caesar II*—right after you've chosen which province to govern. The game's online help tells you to start your city near the river, which is stating the obvious. It goes on to remind you that a river also acts as a protective barrier, exactly the way city walls do.

This is where you should stop and think about things, before you build that first forum. Go to the Province map and note the location of hostile tribal settlements. Decide which settlements you are going to pacify with your legion, and which will have to be left alone—at least for a long time. Then, consulting the directional arrow in the upper right corner of the city display, locate your city site on the side of the river *away* from the most dangerous tribal settlements. If a powerful tribe that will remain active for some time lives to the east of your capital city, locate the city on the west bank of the river and so on. Remember not to build any bridges!

Using the river as a barrier is most useful in the middle stage of the game, when uprisings in unpacified settlements can coincide with Barbarian raids and invasions. If you still have only a single cohort, you may find your forces stretched thin as you try to cope with the various threats to your province's security.

On rare occasions, it may make sense to swallow the painful drop in Peace rating (6.4 percent), and let the Barbarians enter the city display (they mill helplessly on the far shore of the river, and disappear after a while without doing any damage). It may be the only option if you're trying to protect an expensive industrial investment whose destruction could have fatal consequences. Definitely do *not* let the Barbarians enter the city under any other circumstances as long as you have your legion.

After you have chosen your side of the river, choose exactly what stretch of the river bank is best adapted for your purpose. Bear in mind that your city grows *outwards*, away from the river. To avoid expensive investments in aqueducts, always start your city in a river bend. This way, you can supply the outer reaches of your budding metropolis with water from reservoirs on either side of the city.



FIGURE 4-2
YOUR FIRST STEP SHOULD
BE TO LAY OUT A ROAD
NETWORK AROUND YOUR
FORUM, AND BUILD ALL
THE "WATER" STRUCTURES.
ROADS AND WATER
SUPPLY PLAY A VITAL ROLE
IN CITY DEVELOPMENT.



LAYING DOWN THE FOUNDATIONS

Since time is a major consideration (the quicker your city grows, the faster your progress, promotion, and so on), and since you start your governorship with a number of plebs, it makes sense to build a modest city *center* right away.

You start off by locating your first forum. Ideally, it is positioned around ten tiles from the tip of the bend in the river, but don't be afraid of moving it around to suit your purpose. What you should consider here is the direction the roads will take from the forum. Will you be able to build bridges later on as their straight extensions?

There are three roads leading from your first forum, forming what may be termed a rectangle with arms. Two of these run parallel to the river, their ends being joined by a short crossroad. The third road runs across the width of the river bend, and forms the rectangle's arms. Ideally, all three roads should offer the possibility of building bridges without any turns in the road. If the river bend is a small one, you may consider locating the forum so that road number three—the rectangle's arms—can be extended beyond the bend without cutting across the river.



Consider placing plazas at road intersections right away since they provide a small but welcome value boost to adjacent land. Remember that houses located three tiles away from the road count as having road access. Forum roads parallel to the river ideally should be four tiles away from the river bank. This allows you to fit in all kinds of city buildings, or three rows of housing plus a row with gardens, reservoirs, etc.



If you build housing right next to the river, you may find it difficult to raise its land value later on; the three adjacent river tiles cannot be developed in any way, and will always drag down neighboring land tile values.

Finally, ensure water supply to all the buildings you want to construct. Site your reservoirs carefully (two should be enough to start with) and build a fountain (one should be enough at this stage). Finally, build a bathhouse. Baths are absolutely essential to city development; placing them inside the road rectangle guarantees bath access for all the housing you are going to build at the back of the forum. **Note that only one of the four tiles in a bathhouse needs to have pipe access.**

Having built your forum, water structures, and a simple road network, you are now ready to start developing the town center.

A VILLAGE, A TOWN, A METROPOLIS

Building a complete, if basic, city center greatly speeds up the growth of your capital. Since you have more than adequate plebs for the task right at the start of the game, there is no reason why you should delay. Your population and housing develop much faster when all the buildings supplying citizens with the basic necessities of life are in place.

A VILLAGE

Your first concern should be water supply. Do not build your first forum and let the game run without building a reservoir, fountain, and bathhouse.



FIGURE 4-3
THE FIRST SECURITY
STRUCTURE YOU BUILD
SHOULD ALWAYS
BE THE PRAEFECTURE.



Your second concern should be security. Do not even *think* about building city walls at this stage, unless you are playing at the Novice level and simply want to find out what they look like. Do not build any barracks yet, either; they are expensive, and have a very bad effect on housing values. You want to keep the inevitable initial deficits as low as possible, and you won't achieve that with low housing values.

The first security structure you build should always be a praefecture. Depending on the size of the road rectangle surrounding the forum (which, in turn, is determined by the curve of the bend in the river), place your first praefecture either immediately behind the forum or to its side.

It is a good idea to locate your first temple not too far from the praefecture. Make sure you build a medium-sized temple first. Once the vigiles start doing their rounds, you may consider adding a shrine or two.

Before you proceed to build housing, however, there are a few extra city structures you should build. These are: a market, a grammaticus, and a theater. Usually, it is easiest to place them in a row along the "top" road, the one that forms the arms of the rectangle. If the road rectangle behind the forum is quite long, you may want to consider placing the grammaticus and the theater to the sides of the forum, and the market at the junction of all three roads.



By the time you have finished building all of the above structures, you may want to add a fountain in front of the forum. You should try to place it at the extreme edge of the area with pipe access, but if that would split up a nice block of land, or occupy a good roadside spot, try and place it elsewhere. Given the starting location of your city, new sources of water are easier to come by than space, which is restricted by the river.

At this point, you are ready to construct housing.

You should not build a single hut without first clicking on the land tile in question and checking the land value. Since you've already built the town center, you'll often find that the land values in your proposed residential zones are quite high. Do not build unless the value of the land tile you check is four or more.

After you've filled all 4+ land tiles with huts, consider adding a few gardens here and there. A strip of gardens behind a row of housing boosts land values and speeds up development.

Having done your gardening, go to the forum for final adjustments in the number of city maintenance plebs. Then return to the city screen for a last check on your new creation. It goes without saying everything you've done up till now has been done with the game paused. Now is the time to let the games begin . . .

The sections below discuss city structures that you deal with in this first phase of building your city, and all relevant issues. The manual discusses city structures by class (water, sanitation, entertainment, and so on). Here, city structures are discussed in their recommended order of appearance when you are building your capital.

CITY ROADS: WHO WALKS THERE?



Lay down the roads before you build anything, placing plazas at intersections and bends. You have the needed plebs, and a ready road network makes further city planning easier. Then build a strip of gardens on the fourth row of tiles from the road, or the third row if there's going to be just two rows of housing. The land values in your proposed building zones change greatly if you do the gardening first, allowing a greater "starting number" of huts.

Roads are an absolutely essential part of your city, even if all you're after is a hamlet of not more than 100 inhabitants. At five denarii per tile,



roads are not very expensive to build; however, their maintenance cost over a long period of time should also be taken into account. One plebeian takes care of eight tiles of road, true, but that's one plebeian per eight tiles per *month*, and a year has 12 of these.

The other factors in favor of keeping your roads short are the citizens that walk the streets of your city. This population of city “walkers” is composed of forum clerks, market traders, vigiles, factory workers, and soldiers. The two other types of people to appear on the city screen are rioters and Barbarians, who do not matter when deciding how long your roads should be.

Each type of city “walker” has a certain “life expectancy.” Since all the walking citizens walk at the same speed—they travel six tiles in a month—each of them can walk a certain limited distance before disappearing, or finishing work. The distances each type of walker can travel are given in the table below. The second entry indicates how often new walkers are “born” in the “mother” building—forum, market, and so on. Note that the lifespan of a walker often exceeds the mother building’s “birth rate,” so in some cases you’ll have more active walkers than just one per building.

The “birth” rate entry for forums changes with the forum’s size. Aventine forums produce a forum clerk every four months; Janiculum, every three months; and Palatine, every two months.

MOTHER BLDNG	WALKER	LIFESPAN/RANGE	“BIRTH” RATE
Forum	Forum Clerk	6 months/36 tiles	One every 4/3/2 months
Market	Market Trader	4 months/24 tiles	One every 4 months
Praefecture	Vigile	6 months/36 tiles	One every 4 months
Barracks	Soldier	11 months/66 tiles	One every 4 months
City	Business Worker	12 months/22 tiles	One every 12 months



The forum clerk and the vigile are the essential city walkers: You can maintain a town without a single market or factory if you're really into masochism, but you can't do so without a forum and a praefecture. The forum clerk performs a dual function, collecting taxes (without which you go bust) and establishing connections between hospitals, libraries, and housing. The vigile establishes security, puts out fires, and beats up rioters, making them desist. The role played by the market trader is pretty straightforward: He brings market access to areas lying beyond a market's immediate coverage. The worker establishes connections between factories and housing. It is important that both the trader and the worker include a maximum number of people in their rounds, not just a maximum number of houses. There are 32 types of housing, and they shelter varying numbers of people. For instance, an insula has more inhabitants than a small house.

However important the worker and trader may be, **your city roads should be planned mainly with the forum clerk in mind.** *Caesar II* confirms there's no life without taxes. If you don't have tax income, you're out. Since the forum clerk has a range (rather than a lifespan) of 36 tiles, you should burn the number 36 into your memory when planning city blocks. Ensure that forum clerks pass by all of your hospitals and libraries; otherwise, those expensive buildings have no value at all. Make sure each road you build is not a single tile longer than necessary.

All of these regular city walkers affect land up to three tiles away. Note that all city buildings that produce "walkers" have to be right next to the road, and so do libraries and hospitals—otherwise, they won't work. However, houses may be placed as far as the third tile away from the road, and still have road access.

GARDENS AND PLAZAS

Gardens and plazas are the two cheapest "culture" structures (for details, see Chapter 3). In addition, they significantly boost land values.

Gardens, at just three denarii per tile, are possibly the single biggest bargain in the game. They are invaluable in raising land values and ensuring fast growth of better-class housing. The rule of the thumb is to plant gardens into every empty tile of city space that has a positive effect on housing values, which means a positive effect on your tax income.



Do not try to save money on gardens; make sure there's always a band of park between any of your buildings and empty land.

A garden increases the value of land tiles by two denarii over a range of two tiles. This may not seem like a lot, but what happens is a kind of a ripple effect. Raising the value of one tile raises the value of neighboring tiles, which in turn, affects the value of the tiles *they* are adjacent to. Once a land tile is sandwiched between two land tiles that have just increased in value, it often appreciates all over again.



Houses on the fringe of the town are often hotbeds of unrest. Building a strip of gardens behind the affected houses brings about a rapid drop in unrest levels.

Plazas are, basically, a decorative variation on roads. While they perform the same function, they also raise land values by up to four denarii per adjacent tile. If you consider that plazas cost only 12 denarii a tile, that's a hefty jump in land values for your investment.

The term "plaza" suggests an expanse of space, and you may be tempted to build large city squares here and there. Don't do it. If you do, many of your city "walkers" will waste their short lives meandering among the statues instead of doing their jobs. Also, you'll discover that the city in *Caesar II* has this strong "real-life" quality to it in that city space is at a premium. A city square whose side measures three tiles is big enough to accommodate a coliseum.

The most efficient use of plazas is simply to replace roads. In the first stages of your city's development when you have to watch your denarii, limit yourself to placing plazas at intersections. This is where they work hardest at raising land values. Later, consider replacing whole road sections with plazas, and later still, encircling entire blocks. This last move in particular greatly boosts land values.

If you are very fond of city squares, build small two-tiles-per-side affairs at intersections. They actually do some good work there without confusing the "walkers."

A combination of plazas and gardens is often the best way to quickly raise your housing to a higher standard, thus lowering the unrest rate. Change the road adjacent to the targeted housing into plazas, and build a strip of gardens behind the houses, sandwiching them between two

**FIGURE 4-4**

GARDENS AND PLAZAS
ARE A SUREFIRE WAY OF
RAISING HOUSING VALUES.

value-boosting improvements. The speed with which buildings change following this development is truly amazing.

**TIP**

When building your city, it is always wise to allow some space for future additions near the city center. Try to include at least one or two large blocks of sparse housing mixed with gardens in your city space. Once your city grows in size, these blocks are the perfect sites for such city structures as rhetors, coliseums, and, most importantly, circuses. The addition of an expensive circus usually makes sense only after your city has grown to a certain size, and placing it in the suburbs is not the best solution.

RESERVOIRS

Reservoirs lie at the very root of a civilized water system. It is true that water supply may be obtained directly from the river or from wells instead of from reservoirs and fountains; however, river water limits land values to such a pathetically low level that it should not even be considered. Wells, discussed later in this chapter, also have a limiting effect on housing values, and the area they serve is minuscule in comparison with a reservoir or fountain.



A reservoir is a valuable investment that is well worth its price of 50 denarii. It supplies water directly to any buildings in its neighborhood and enables fountains to work, thus creating a second source of water supply. It can also serve as a beginning for an aqueduct that supplies water to another reservoir, further inland. Up to four reservoirs may be linked in this way, but each subsequent reservoir supplies water to a progressively smaller area. This is reflected in the level of the water inside. The pipe access offered by each reservoir changes accordingly.

The ranges for reservoirs are as follows:

- First reservoir—three tiles water supply, six tiles pipe access.
- Second reservoir—three tiles water supply, six tiles pipe access.
- Third reservoir—two tiles water supply, five tiles pipe access.
- Fourth reservoir—one tile water supply, four tiles pipe access.

Reservoirs do not develop in any way, and thus execute a passive negative effect on surrounding land values.

FOUNTAINS AND WELLS

Fountains are the favored source of water for your city. Not only do they ensure water supply to 168 surrounding tiles, they also raise housing values in their immediate neighborhood. They cost just 15 denarii, making them rather a bargain in exchange for all that water. The real cost kicks in when you consider that, like a bathhouse, each fountain requires two plebs to maintain uninterrupted water supply. It also requires a reservoir not too far away, so you may have to build an aqueduct if your city's really large.

Fountains can grow in stature. However, their effect on housing values and its range does not change correspondingly. It stays at +2 denarii per tile.

A fountain does not provide any employment for your citizens.

Wells are the poor man's source of water supply. Their big advantage is that they do not need a reservoir nearby, thus you don't ever have to build an aqueduct. Their big disadvantage is that they limit the value of houses they supply to 14 denarii.

It follows that the only place where you can build wells without any ill consequences is in areas where housing is capped at a low value any-



way—like next to a factory. Otherwise, don't even think about it. In the end, the trouble and expense of building an aqueduct in order to construct a network of fountains is well worth it.

BATHS

The famous Roman **baths** play an important part in the success of your city. First of all, the lack of baths equals lack of basic sanitation facilities, which means high risk of epidemic. More importantly, absence of baths puts a tight cap on land value—18 denarii per tile.

Baths require an area of four tiles (2x2) and 30 denarii to build. Your bathhouse is one of the most investment-efficient employers around, providing 20 jobs at just one-and-a-half denarii per job! Unfortunately, baths also require two plebs to keep the water flowing.

Baths can grow in stature, going through four stages of development. The size of the area that baths cover can increase tremendously together with their stature, so raising land value in the vicinity becomes doubly important. Fortunately, the bathhouse itself exerts a positive influence on housing values *without* any sort of land value cap.

In the table below in the category “Baths,” the first number in each pair refers to the bath-added land value, while the second number refers to the area affected by the increase. The category “Coverage” on the bottom line refers to the area covered by the baths as they rise in stature.

STATURE	I	II	III	IV
Baths	+3,3	+4,3	+5,3	+6,3
Coverage	5 tiles	6 tiles	7 tiles	8 tiles

The one problem with baths is that they require pipe access. In large cities, this often necessitates building an aqueduct! Nevertheless, the housing value cap imposed by lack of baths usually makes it worth it.

Baths make a small but important contribution to your Culture rating. For details, please refer to Chapter 3.



FORUMS

The forum is one of the two essential city buildings. It works its magic by turning every housing tile and factory jar into a producer of denarii for your treasury.

There are three sizes of forums in *Caesar II*. When you start your city, you can only build the smallest of the three—the Aventine forum. The other two types become available when your city's population reaches certain levels.

The forum's administrative reach comes in two forms. First of all, every forum ensures automatic tax collection within a certain area of its location. Secondly, every forum produces forum clerks that greatly extend its reach. The price, size, availability, and area coverage of each type of forum are given below.

- Aventine—100 denarii; tiles (2x2); no population requirement; range 3 tiles.
- Janiculan—400 denarii; 9 tiles (3x3); population 400+; range 4 tiles.
- Palatine—1,500 denarii; 16 tiles (4x4); population 1800+; range 5 tiles.

The forum you choose is initially dictated by the size of your city. However, when your population passes the magic 2,000 mark, you probably can afford to consider the more expensive forums that have become available. Do not start building Janiculan forums the minute you can. Remember, you can build four Aventine forums for every Janiculan, and you'll need to build plenty of new forums as your city grows. Also, no matter how good you are and how hard you try, you'll sometimes make mistakes. An Aventine-sized mistake is easier to correct than a Janiculan-sized one. The small-sized forum, ironically, also has a size advantage. If the first one turns out to be a bit off the optimum location, you can simply add another one without wrecking your budget. With larger forums, this gets very costly, and their size also makes them more difficult to place.

The above does not mean that large forums do not have their uses. They do, and one of the two possible forum-road building strategies works especially well with big forums. However, you would be wise to wait, and stick with Aventine forums until you have your city well under way.



FIGURE 4-5
THE PALATINE IS
THE KING OF FORUMS.
NOT SURPRISINGLY,
IT'S EXPENSIVE.



The effectiveness of a forum of any size depends to a very large degree on the roads that enable the forum clerk to go about his business. As mentioned, two strategies are possible here.

The first strategy works especially well with small or Aventine forums. Their main weakness is the limited coverage they offer—just three tiles in either direction. By building a square or rectangular “ring road” around the forum, you force the clerk to walk around his home in a large circle. This results in area coverage equivalent to the Palatine or large forum, or even more if you decide to leave a strip of land alongside your Aventine. Usually, your forum clerk can complete the ring around the forum and still have a few tiles of life left, so there’s often a little extra coverage involved, too—all this for just 160 denarii in building and road construction!

The second strategy is recommended for Janiculan and Palatine forums, making maximum use of their larger area coverage. Instead of surrounding the forum with roads as in the earlier example, you build roads that are perpendicular to the forum. This effectively forces the clerk to walk *away* from the forum, and results in impressive tax coverage.



Note that it makes absolutely no sense to surround a Janiculan or Palatine forum with a ring road, unless that just happens to be the best combination of intersections in the area. The three-tile range of the walking clerk makes no difference at all to their area coverage.

In addition to their administrative functions, forums also increase surrounding land values. This increase is dependent on both the size of the forum and its stature, i.e. its stage of development. There are four possible stages of forum development, and the table below sets out the effect each possible combination of size and stature has on land value. Note that the range of this effect also tends to increase. This is an important benefit, as the extra row contains quite a lot of land tiles.

The first number in each pair below stands for the increase in land value, and the second, for the range of this effect. For instance, +3, 2 means an increase of three denarii per tile over a range of two tiles.

Note that unlike in the original *Caesar*, forums in *Caesar II* do not lower unrest. On the contrary, they may even increase it slightly. An untaxed area enjoys, in reality, a tax rate of zero percent. Watch out for rioters in newly taxed slums!

STATURE	I	II	III	IV
Aventine	+2, 2	+3, 2	+4, 2	+5, 3
Janiculan	+3, 2	+4, 2	+5, 3	+6, 3
Palatine	+3, 2	+4, 3	+5, 3	+6, 4

The positive effect that forums have on unrest comes through an increase in employment. Like other city buildings, forums are important employers. The number of jobs each type of forum has to offer is as follows:

- ⊗ Aventine—40 jobs
- ⊗ Janiculan—80 jobs
- ⊗ Palatine—120 jobs



Finally, a note for lovers of city landscapes: The Janiculan forum in the later stages of development is probably the prettiest of them all.

PRAEFECTURES

Praefectures rival forums in importance. Without praefectures, there would literally be no city.

The praefecture building is part police station, part fire department. A praefecture enforces security within an area of two land tiles away from the building. More importantly, it produces vigiles at the rate of one every three months. The vigiles put out fires, and combat rioters and Barbarians who manage to enter the city. In addition, they pass a security bonus to areas they walk through.

A vigile travels 36 tiles before knocking off work and disappearing. Therefore, you need quite a number of praefectures to ensure constant security in your city. They are the most expensive single-tile structure in the game at 100 denarii each, so make sure you position them strategically. At the same time, remain aware of the fact that a praefecture puts a cap on housing values in the neighborhood (34 denarii on every structure up to two tiles away) so things won't get better than improved insulas. This also means you should think twice before putting a praefecture right next to a temple. You don't want to limit house values in an area that is a potential breeding ground for villas and palaces.

A praefecture is a reasonably cost-efficient means of providing jobs for your populace. It employs 25 people in exchange for your 100 denarii.

TEMPLES

Temples may seem a luxury that can wait when you're just starting to build a city. However, since they store your Treasury's gold, you should build one quickly.

In addition to storing gold, temples exert a significant effect on your Culture rating by raising the city's worship or religious level. For details on temples' "cultural" role, refer to Chapter 3. Note that temples no longer have an effect on unrest levels as in the original *Caesar*.

As with forums, there are three sizes of temples: a shrine, a temple (what you might call a temple temple), and a basilica. All of these may be built right at the start of your city; you do not have to wait before it



grows to a certain size. The price of the various houses of worship and their size are as follows:

- Shrine—80 denarii, 1 tile
- Temple—200 denarii, 4 tiles (2x2)
- Basilica—600 denarii, 9 tiles (3x3)

In addition to storing gold and boosting your Culture rating, temples have a strong positive effect on land values. Note that if you build a temple next to a praefecture, you'll be forfeiting some of this benefit. It is much better to locate temples on streets that are regularly patrolled by vigiles or soldiers.

There are four stages in temple development, and the table below sets out the effect each possible combination of size and stature has on land value. The first number refers to the increase in land value, and the second, to its range (number of tiles away from the temple which are affected).

STATURE	I	II	III	IV
Shrine	+5, 2	+6, 2	+7, 3	+8, 3
Temple	+6, 2	+7, 3	+8, 3	+9, 4
Basilica	+7, 3	+8, 3	+9, 4	+10, 4

The size of the temple also determines how much gold is actually being stored there. A temple stores three times as much gold as a shrine, and a basilica stores the same amount of gold as five shrines.



It is easy to calculate exactly how much gold is in any temple of yours. Simply "convert" all the temples and basilicas into shrines, and divide the denarii in your Treasury by the shrine number. To find out how much gold is in a temple, multiply the amount you get by three; in a basilica, by five.



Like other city buildings, temples also act as employers for your citizens. The number of jobs each type of temple provides is given below.

- Shrine—10 jobs
- Temple—20 jobs
- Basilica—30 jobs

When all three factors—boost in Culture rating, increase in land values, and the number of new jobs—are considered, the “temple temple,” or medium-sized temple, represents the best value for money.

MARKETS

Markets are an essential link in your city’s commercial activity. They sell goods produced in your city’s factories, and provide your citizens with some of the necessities of life.

Like forums and praefectures, markets produce “walkers.” The market trader that walks the streets of your city establishes market access for all buildings within three land tiles. A market “produces” one trader every four months, and because the trader has short legs—just 24 road tiles—you may find you need a lot of markets. Make sure of your city’s market coverage with the help of the color overlay map, and always build a market near factories. Lack of market access caps housing values at 12 denarii, meaning you won’t get anything more than a simple house growing there.

Markets can evolve through four stages of development. Depending on their stature, they exert a smaller or greater positive effect on land values. However, they also cap the value of the housing within their automatic coverage (range two tiles) at 40 denarii, which means you can’t get a domus.

The positive effect a market has on land value before reaching the 40 denarii cap is given below.

STATURE	I	II	III	IV
Market	+2, 1	+3, 1	+4, 1	+5, 1



FIGURE 4-6
MARKETS ARE ESSENTIAL
TO HOUSING DEVELOPMENT.
DON'T SKIMP ON THEM.

Markets occupy four land tiles (2x2), cost 40 denarii to build, and provide 20 jobs, which makes them an excellent source of employment at just two denarii per job. Don't skimp on markets. You can always demolish one later if it's in the way. Forty denarii isn't a fortune.

THE SCHOOLS: GRAMMATICUS AND RHETOR

The **grammaticus** is the Roman equivalent of a primary school. At 250 denarii a pop, it's the cheapest educational structure to build. Its benefits include an increase in your Culture rating, land values, and employment.

The grammaticus doesn't evolve, and so its effect on land values always stays the same—+3 denarii within a range of three land tiles. It does not put a cap on housing values. As a source of employment, it's not particularly effective. Thirty jobs in exchange for 250 denarii isn't a lot—the jobs-to-denarii-invested ratio is four times worse than a market's.



TIP

The grammaticus is completely sufficient for all of your city's educational needs until it's the time to build a library. You do not even need to consider building a rhetor until your culture rating requirements go over 50 percent.



Locating a grammaticus is relatively easy. It does not need road access, so almost any four-tiled square will do as long as you take care to minimize the overlap between the individual schools. The grammaticus ensures primary education over a range of six land tiles away, which is quite a lot—coverage totals 200 land tiles!

The **rhetor** is the Roman equivalent of a secondary school. It should not be built right at the start of the game. You should wait until your capital's population is in the three figures. Even then, you may want to postpone building a rhetor until you have city walls. It has a higher housing value cap than absence of city walls—46 denarii a tile—so its absence won't affect anything.

THEATERS AND ODEUMS

A theater is the cheapest of all the entertainment objects in the game. At 250 denarii, it is quite a bargain in terms of its effect on your housing. This effect changes with the distance between the theater and the house (land tile) in question. Note that a theater can offer a maximum of three entertainment points, which decrease to one point with distance.

In addition to the entertainment effect, the theater building itself also has an influence on land values. It raises them by three denarii over a range of two tiles. Perhaps more important is the fact that the absence of a theater, or indeed of any entertainment, puts a close cap on housing values and does not allow it to develop into the critical insula stage. The value caps are set out below:

- Within five land tiles: three entertainment points, housing value limit 32.
- Within seven land tiles: two entertainment points, housing value limit 28.
- Within nine land tiles: one entertainment point, housing value limit 26.

Understandably, a theater isn't the most cost-efficient of employers. It provides 25 jobs for your 250 denarii.



The **odeum** is a better version of the theater. It is also twice as expensive (500 denarii) so think twice before selecting it instead of a theater. It becomes available once your city has more than 800 people.

An odeum gives your Culture rating and land values a slightly better boost than a theater. The land value increases by the same amount, three denarii, but over a range of four tiles.

This range increase is also applied to the entertainment points the presence of an odeum confers upon the neighborhood:

- Within seven land tiles: three entertainment points, housing value limit 32.
- Within nine land tiles: two entertainment points, housing value limit 28.
- Within 11 land tiles: one entertainment point, housing value limit 26.

The odeum employs only 30 people in exchange for the 500 denarii that it costs to build.

When locating a theater or an odeum, remember that they don't need road access, and that you can build two theaters for the price of a single odeum!

A TOWN

So, you've built a model town center, and "unpaused" the game. If you have followed the program set out in the "Village" section, your housing should grow as fast as it can. After your city "walkers" have started doing their rounds, you should check on your tax coverage, security, etc. If everything's okay, sit back and enjoy yourself—you should see housing grow right up to the simple insula stage. From time to time, check on land value in promising empty spots, and build huts if it's four denarii or more. Just remember to visit your Forum every month for adjustments to your plebs and the Legion!

On your visits to the Forum, you should take the time to check on the employment figures in the Treasurer's panel. The town center you have built at the outset provides plenty of jobs for the first few months.



FIGURE 4-7
PLACE YOUR FIRST
HOSPITAL IN THE GROUP
OF MUNICIPAL BUILDINGS
ACROSS FROM THE FORUM.



As soon as your city's population reaches several hundred, employment will start to decline from a full 100 percent. Your first step should be to adjust the population tax and conscription rate upwards—which won't change things, just slow them down a little—but it's time you got a couple of light infantry units for your legion anyway. Then, when employment declines under 75 percent, you should pause the game and talk to your Treasurer. If you feel you've really got a lot of money, build a hospital and an arena. If not, just build the hospital.

Locating your hospital and arena is easy: They should be placed at the back of your market/grammaticus/ theater row. You should surround the newly formed city block with a road, and add Aventine forums at either end. After adding praefectures in the vicinity of the new forums, proceed to develop housing around those two new mini-centers. The hospital and arena provide a lot of work, and your employment rate may well hit 100 percent again once you've built them. Remember that the arena is an option. Restrict yourself to the hospital if you feel uneasy about spending 1,300 denarii in one throw at this stage of the game. Whatever your choice, you should build one or two extra forums and start developing a new town mini-centre afterwards. When the employment rate starts falling again, as it must under the



circumstances, it's time to pause the game and start developing provincial industries. Development of all things provincial is discussed in the Province chapter, while you'll find overall governing strategy in the last chapter of this book.

CITY INDUSTRIES

Swift development of industry is a crucial factor in your success as governor of a province (or ruler of a city when playing in the City-Only mode). City businesses, or factories, process the raw materials obtained within your province or through trade routes. The industrial tax paid into your Treasury is a percentage of what is produced in your city, not in your province. In other words, the amount of denarii you get depends on the number of jars you see in the factory yards.

The downside is that factories have a very bad effect on land values. At the same time, they require a labor force, forcing you to build at least some housing nearby. Low housing values promote unrest, so be prepared to build sufficient security into your new "industrial" zones. This is where barracks can be a better choice than a set of praefectures (of course, you need a praefecture anyway—the vigiles put out fires).

The new mini-center you just created to the side of the block containing your hospital, grammaticus, etc. is your starting point for building an industrial district. Locate your first city business a few squares behind your second forum. Then build a market—your new borough requires it anyway—locating it so that the market trader will walk past the hospital and into an area not covered by your first market. Make sure that he passes the factory on his way!

You have already built a praefecture. Now, take a look at the size of your proposed industrial district and try to determine whether you should add another praefecture, or a barracks. Barracks are hideously expensive, both in terms of construction money and lost land value, but they do a better (and more brutal) job of coercing unhappy citizens into compliance. (If this sentence upsets you, it shouldn't. Remember, you are a Governor, and anyone who opposes you is a fool.) Do not try to save money on security in industrial areas. You'll only regret it.

In addition to all of the above, your new borough should receive a bathhouse and possibly a grammaticus and temple later on, when you're



trying to get every possible denarius out of every house. It's useless to try too hard to improve housing value in the vicinity of city businesses or factories. The cap imposed by the nearby factory nullifies any serious efforts.



Unrest in low value housing areas is always a possibility. When designing residential blocks, try to place some gardens between houses so that soldiers and vigiles can get to rioters in the second row of houses. This step will also make sure land values in the area are as high as they can possibly be, and slightly enhance your Culture rating.

Ideally, you should plan your industrial borough so that adding another city business and new housing won't present a problem. The next five years or more of your rule are spent on developing new provincial industries and building more city businesses with the required infrastructure. This process continues until your Treasury starts showing a healthy surplus. You may want to consider building a couple of additional industries even after this stage is reached in order to maximize your budgetary surplus. An annual surplus of 800 denarii or more allows you to build expensive structures without breaking the bank and endangering your Prosperity rating, or forcing you to save money for several boring years.

By that stage in your city's development, your Treasury is usually empty and your savings nearly nonexistent. Spend a year or two waiting for things to improve. In the meantime, the citizens living and working in your new city districts will have pushed your city population into the three figures. At 1,200 citizens, the library becomes both an option and a necessity. Your Culture rating drops if you don't match population increases with new and expensive "culture" buildings.

CULTURAL DIFFERENCES

Build a library if it is required to get promoted, plus other "culture" buildings as necessary—an odeum, a couple of grammaticus schools, a couple of temples, and so on. For the exact effect of each building on your Culture rating, please refer to Chapter 3.



Do not forget that while entertainment objects are expensive, they pay back in more ways than one. If your required culture rating is high, and you build an arena in the opening stages of the game, it may even bring you a monetary profit. An arena extends entertainment coverage to a lot of tiles, and over time, the extra tax money from an arena-affected housing tile may add up to a considerable sum.

When you are in the process of turning your village into a real capital city, it is good to remember the following:

- Ensure 100 percent tax coverage (red color on the overlay map) *everywhere*. Occasional patches of orange are permissible, but should any part of the tax coverage overlap map turn yellow, it's time to build a new forum *or* take a good, long look at your road network.
- Make sure that every single building in your city has water supply.
- Secure market access and bath coverage for all but the poorest housing in the city.

Avoid getting crazy with expensive entertainment buildings in a bid to raise your Culture rating. New players in particular will be tempted to build a circus. No circus is necessary until the Culture requirement is fairly high. Don't build one until you've made sure you've got enough temples, at least one hospital and library (if applicable), and full housing coverage with the first two types of entertainment (theater/odeum and arena/coliseum). Entertainment is just one area where you can increase your Culture rating, and it is usually the most expensive choice.

To sum up, your goal during this stage of city development is to turn your capital into a provincial powerhouse that provides you with a healthy budget surplus, and at least a couple of centuries of light infantry. You concentrate on industrial development first and cultural development second. Once you've made a few investments in the "Culture" area and see the housing values rise, you can increase the conscription rate. Setting the right conscription rate is discussed earlier in the Forum chapter.



When planning your industrial zones, keep in mind that a factory actually receives a production bonus if there are houses right next to it!

TIP



The sections below discuss in detail the city structures you deal with in this stage of development.



CITY BUSINESSES OR FACTORIES

The term “factory” is used throughout this book to denote what the manual calls a “city business.” The terms “business” and “city business” carry some ambiguity, and could create confusion in a certain context.

After you’ve played *Caesar II* for a while, you’ll notice that there is one building in particular which produces more income than half a dozen arenas and theaters combined. That building is the lowly city business, or factory.

In contrast with its income potential, a factory is very inexpensive—just 80 denarii. It occupies nine tiles (3x3) and employs 60 people, which makes it the most cost-efficient employer of them all. One horrible disadvantage is the cap it puts on surrounding land values. This varies in proportion to the factory’s production:

- Factory production less than four jars—+2 denarii, range one tile.
- Factory production four jars or more—+4 denarii, range two tiles.



FIGURE 4-8
CITY BUSINESSES, OR
FACTORIES, PLAY A
VITAL ROLE IN ACHIEVING
A BUDGETARY SURPLUS.



The above means next to nothing when you consider the tight cap that factories put on housing values. The cap varies with distance from the factory wall:

- Next to factory (one tile away)—housing value cap 10 denarii.
- Two tiles away—housing value cap 16 denarii.
- Three to four tiles away—housing value cap 26 denarii.

This means that as far as four tiles away from the factory, the best houses you can hope for are poor insulas.

When locating a factory, remember it needs road access. Every 12 months, it “produces” a worker that walks the streets of your city looking for a place to sleep. The population in the houses he passes on his travels (and they are quite extensive—a worker can walk 72 tiles) is automatically considered suitable for employment. Note that an insula holds many, many more people than even a communal hut!

BARRACKS

Barracks are one of the least necessary city buildings. The soldiers that emerge from their gates to patrol the streets of your city are much better at fighting Barbarians than the vigiles. However, since you only let the Barbarians into the city when they are on the other side of the river (if ever), that isn't really a consideration.

This leaves only one point in favor of building a barracks, not a praefecture: They are more effective than praefectures at lowering unrest. Since the presence of a barracks limits housing values to 24 denarii within a radius of three land tiles, they function best if they are placed in the middle of a poor housing district—for instance, an industrial zone. Otherwise, don't even bother considering them.

Barracks provide employment for 30 of your citizens, which is far from great when you take their steep price into account. They also increase land value by +3 denarii over a range of two tiles. This is next to meaningless because of the housing value cap.



HOSPITALS

A **hospital** is essential in the transformation of your village into a town. Its appearance always causes a ripple of change to pass through your housing, as long as you've remembered a hospital requires road access.

A hospital costs 500 denarii to build, takes up nine tiles (3x3), and provides 80 jobs for your citizens. It is administered by forum officials—a forum clerk must pass by in order for it to function. One hospital ensures 100 percent coverage for 1,000 citizens. After that, hospital coverage slips in proportion (i.e., 50 percent with one hospital for 2,000 people).

The hospital's rather obvious role is to prevent disease from occurring in your city. Since disease is not such a catastrophe, this is not a major consideration. Of more importance is the contribution a hospital makes to the land values and your Culture rating.

The presence of a hospital boosts land value by +4 denarii within a distance of three tiles. Furthermore, all the real estate in your city is subject to a housing value cap determined by hospital cover. This is as follows:

- Hospital cover less than 40 percent—housing value cap 36 denarii.
- Hospital cover less than 60 percent—housing value cap 44 denarii.
- Hospital cover less than 80 percent—housing value cap 52 denarii.
- Hospital cover less than 100 percent—housing value cap 58 denarii.

A hospital cover of 100 percent lifts the housing value cap, allowing your villas to grow into palaces.

ARENAS AND COLISEUMS

The **arena** is the cheaper of these two entertainment objects, costing “only” 700 denarii. Its main benefit is that it provides three entertainment points in a different entertainment category than theaters and odeums, thus raising the total entertainment points possible to six. Since five entertainment points result in a housing value cap of 44 denarii, the arena and its bigger brother, the coliseum, are the top entertainment objects you'll need to build in a city without city walls.



The stats for the arena alone are identical with those for the theater—three entertainment points over a distance of five tiles, two over seven tiles, etc. However, the housing possible when you have both a theater and an arena is far more impressive:

- Four entertainment points—housing value limit 38 denarii.
- Five entertainment points—housing value limit 44 denarii.
- Six entertainment points—housing value limit 48 denarii.

The presence of an arena increases the value of your real estate—+4 denarii over a range of three tiles. It also provides 50 jobs for your citizens—not a lot of jobs for all that money. Fortunately, the expense involved in building an arena makes a noticeable difference in your Culture rating.

The **coliseum** is an improved arena. The difference is exactly the same as with the theater and the odeum: a coliseum spreads the three entertainment points over a greater distance—three points over seven tiles, two over nine, etc. Similarly, the four denarii increase in neighboring land values extends to a radius of five tiles.

Other differences between an arena and a coliseum include a stronger, very noticeable boost in your Culture rating, and a greater number of jobs—all of 60 in exchange for a cool 1,000 denarii.

LIBRARIES

The **library** is one of the most imposing sights on *Caesar II*'s City screen. It becomes available when your city's population reaches 1,200 people, and immediately becomes essential to prop up your Culture rating. When you do spend the 1,000 denarii required for a library, you'll see the rating jump by several points.

A library occupies nine tiles. It is administered by the forum, and thus needs road access and a forum clerk passing by. Library cover is rated at 100 percent with one library for 1,200 citizens. Now you see why a library becomes necessary as soon as it becomes available.

An absence of library caps housing values at 46 denarii, so a library isn't strictly necessary until you've built city walls. However, it gives a strong boost to land values in the neighborhood—+4 denarii over a radius of four tiles. It provides 60 jobs—not a lot for all that money.



FIGURE 4-9
A LIBRARY IS ONE OF
THE MOST IMPOSING
SIGHTS ON THE CITY SCREEN.



However expensive a library may be, the effect it has on your Culture rating makes it a worthwhile investment.

A CITY

A population touching 3,000 citizens, insula after insula changing into domus, and a steady budgetary surplus (yes, it's possible to build a decaying, money-losing town numbering over a 1,000 people) mark the end of a certain stage in the development of your capital. It is on the threshold of becoming a city.

The moment your capital turns into a moneymaking machine that also supplies you with a good working number of light infantry, you are free to tailor its further development to your precise requirements. Since your city exerts the greatest influence on Culture and Prosperity ratings, the stress will be either on maximizing housing values or building “culture” structures, or sometimes—unfortunately—both.

It is at this stage in city development that you may finally be forced to build a circus. A circus should ideally be located in the center of the city, and this is where you are bound to run into some serious problems. Any real estate you may have set aside for future use at the very beginning



of the game is usually taken up by then, and the size of a circus involves some serious acrobatics in order to avoid expensive demolition work.

Unless you are a perfection maniac, however, you are building a circus exclusively to put your Culture rating over the top. Therefore, it does not matter so much exactly where you put it—the boost in ratings is there, anyway.

The other necessity you may face is increasing the Prosperity rating to a high level. This involves raising your land values to new and unprecedented heights, and *this* involves building city walls. Without city walls, you'll never see a single villa or palace.

The expense of turning your city into a fortress varies drastically. It all depends how you've laid out your city. If it is spread carelessly on both sides of the river, expect to pay much more. At any rate, you needn't really concern yourself with building gates or more towers than the ones necessary at the beginning and the end of a wall. City walls have no other *raison d'être* than to generate a feeling of false security among your citizens so that they loosen their purse strings and set about improving their houses. They are definitely not meant to protect the city from Barbarians. Eventually, they always crumble.

After you have erected your city walls and they have taken effect, you may want to generally reconsider your city. The increased housing values may make some unpleasant real estate—such as barracks—unnecessary, and you may even elect to get rid of a factory or two in cases where you have more than one business processing the same raw material. Higher housing values mean more income; exchanging a factory for a rhetor can be worth your while.

Following the completion of city walls and missing municipal buildings, you probably do not have anything else to do but await promotion while adding a garden here and a plaza there. Of course, if you are playing in the City-Only mode, you can go on expanding and improving your city any way you like.

Expanding your town into a city can also involve building an aqueduct. Ideally, you should be building your city along the river so that no aqueduct is ever necessary, but, well, things happen.

The sections below describe city structures you usually add at this stage.



AQUEDUCTS

Aqueducts are very expensive—40 denarii per one tile—so you should avoid situations where you're forced to build one. If you *are*, then try to keep your aqueduct as short as possible, and only build additional reservoirs (apart from the two at both ends of the aqueduct) if they are *really* necessary.

An aqueduct has no active effect on housing values. However, since an aqueduct tile cannot develop or be developed, it does have a limiting effect on its neighborhood.

Aqueducts do not employ anyone. Interestingly enough, they also do not require plebs to maintain.

CITY WALLS, TOWERS, AND GATES

City walls and the **towers** and **gates** that come with them are, to put it shortly, a pain. They require one plebeian per eight tiles to maintain, they are rather expensive to build—20 denarii per wall section, and 75 denarii per tower. Gates are created when you run a road through the wall, so you may say they cost 25 denarii—five for the road, 20 for the wall.

City walls, etc. should *never* be constructed unless they are absolutely necessary to raise housing values. Absence of city walls caps housing values at 42 denarii, when the simple domus appears.

When you do build city walls, build them several tiles from the nearest city structure—the further, the better—and build just two towers: one to start the wall by the river, and one to end it in a similar location. Of course, if your city is on both banks of the river, you need four towers and much more money.

Gates play an important role when Barbarians enter the city display. Their presence allows your city's patrolling soldiers to fight Barbarians in front of the city walls instead of on the streets of your capital. A number of gates may even allow you to wipe out the Barbarians before they get a chance to destroy any of your buildings.

The usefulness of gates is limited to the occasions when Barbarians enter the city display. If you are following the strategy set out in this book, don't build any.



If you are going to let Barbarians enter your city again and again for an unspecified reason, make sure you build several towers along your city walls. They start spitting out soldiers when Barbarians come near them.

Remember that walls and towers cap housing values at 26 denarii, gates at 30 denarii. These limits apply over a range of two tiles.

THE CIRCUS AND CIRCUS MAXIMUS

The **circus** is the most elaborate and luxurious entertainment object in *Caesar II*. It costs a whopping 1,500 denarii and takes up a whopping 18 tiles (6x3)—the same as a coliseum *and* a library. This comment is meant to impress you with the fact that you really don't need to build any circuses unless absolutely, absolutely necessary.

As could be expected, building a circus can give your Culture rating a substantial boost. More importantly, it removes any entertainment-point related caps on housing that already is covered by a theater/odeum-arena/coliseum combination. Like other entertainment objects, a circus has three entertainment points at its disposal, but they are spread over a wider area:

- Within six land tiles: three entertainment points.
- Within eight land tiles: two entertainment points.
- Within ten land tiles: one entertainment point.

The presence of all three types of entertainment can liquidate the cap on housing values, making palaces possible:

- Seven entertainment points—housing value limit 56 denarii.
- Eight entertainment points—housing value limit 60 denarii.
- Nine entertainment points—no land value limit!

In addition to the above effect, a circus also raises land values by the virtue of its presence. The effect is +4 denarii over a range of four tiles. It also employs 80 people—the same as a hospital, but at three times the cost.



FIGURE 4-10
THE CIRCUS MAXIMUS IS
THE BIGGEST BUILDING YOU
SEE IN THE GAME. BEFORE
THAT CAN HAPPEN, YOUR
POPULATION HAS TO
REACH 4,800 CITIZENS.



The **Circus Maximus** is the largest and most magnificent structure you can build in the game. It becomes available only once your city population has reached 4,800 citizens. It costs 2,500 denarii, takes up 32 tiles (4x8) . . . yup, it's the Maximus all right.

Of all the entertainment objects you can build, the Maximus (Max for short) also has the biggest effect on your Culture rating. For details, refer to Chapter 3. Its three entertainment points are spread over a range two tiles above that of an ordinary circus—the Max gives full three points to every house within no less than eight tiles, two within ten tiles, and one point within twelve. It also raises land values by the virtue of being there, and raises them by a hefty five denarii over a six-tile radius!

The Circus Maximus provides 100 jobs. It is the second-largest single employer after the Palatine forum. However, those jobs come at 25 denarii each in construction costs—hardly a bargain.

The next chapter discusses details of city management, as well as a city structure that goes through 32 stages of development instead of the usual four: housing.

CHAPTER V



THE CITIZEN

By now, you know that your city is very important to your success in *Caesar II*. It is even more important that you don't lose sight of who makes your city run: your citizens.

The population of your capital city is the most important single factor in the game. Without it, there is nothing, zero, *nada*. Provincial industries mean nothing without city businesses, and city businesses mean nothing without citizens that work in them.

This chapter deals with the issues that directly affect the size, wealth, and happiness of your population. The city structures described in the previous chapter affect your population *indirectly*, through their effect on housing.

HOUSING: WHO LIVES THERE?

Obviously, it's the citizens of your city who live there. But your citizens may vary from little more than ragged beggars, arriving in your city in



FIGURE 5-1
A LARGE PALACE HAS
500 INHABITANTS, THE
GRAND VILLAS ACROSS
THE ROAD, 200 EACH.
THE POPULATION OF
THESE THREE BUILDINGS
COULD FILL A SMALL
PROVINCIAL TOWN.



the hope of finding work, to professionals—doctors, priests, teachers—whose wallets are full of denarii. The beggars live in straw huts, and the professionals, in villas and palaces. Since the richer citizens live with extended families, servants, etc., a single household can have as much as 500 inhabitants! That translates into a nice sum of tax money for your Treasury, and several new recruits for your light infantry units.

In short, a large part of winning the game depends on your ability to raise housing values, thus increasing population taxes without increasing the tax rate, and manipulating population numbers to your advantage. It's "manipulating," not "increasing," because you can actually lower the number of your citizens through increasing housing value. This may sound like terrible news, but by the time that phenomenon takes place, housing values are high enough to allow for a slight hike in the conscription rate, and you are usually more concerned with unemployment and your Culture rating than with the state of your light infantry. By that stage, you can afford a couple of extra centuries of heavy infantry, if they are necessary, without making too significant a dent in your budget.

It follows that decreasing your city's population can be advantageous. It results in slightly higher employment, which improves housing values and lowers unrest levels—and it can also improve your Culture rating.



This is rather important since in the later stages of the game, when you simply *have* to build a city of several thousand, the Culture rating requirements are very hard to meet. The more people you have, the more “culture” buildings you need, and all those investments often lead to a drop in your Prosperity rating. When your city decreases in size, your citizens automatically receive better hospital and library cover, and your Culture rating rises in consequence.

The section below explains what makes your population grow.

TAXES AND THE WORKING MAN

The two main factors that determine population growth are the population tax rate, and the employment situation. This is more complicated than it sounds, since growth also means more people looking for work, which lowers employment, which... you get the picture.

If you rely on light infantry to bolster your legion, population tax will not be a real concern as far as population growth goes. This is because you have to keep taxes low to avoid unrest if you’re dragging people off to fight the Barbarians. You could, of course, keep conscription at a very low level where it actually decreases unrest, increase the population tax, and hire more heavy infantry in place of conscripts. Sometimes, a move like that can actually make you money—you increase the population tax by a point and make an extra 70 denarii, while a century of heavy infantry costs 60 (in annual terms). However, most often the strategy to follow is one of moderately high conscription, because conscription actually has a positive effect on growth. Citizens drafted into the army are considered as gainfully employed, even if they don’t like it, and higher employment means stronger growth. What’s more, almost any provincial capital can provide light infantry worth more than a single century of the professional heavies.

As you can see, the level of population tax is more or less predetermined by other considerations. You should never be forced to set it higher than seven percent, and a tax of seven percent is low enough to stimulate growth.

Providing enough jobs is much trickier. With tax set at seven percent, you can afford a level of unemployment that would cause riots even in Malibu Beach, and still you’ll have people coming. These poor saps consider an employment rate over 75 percent, or an *unemployment*



rate of 25 percent, as wonderful. However, maintaining 75 percent employment is hard when every hut you build turns into an insula.

There is only one answer: *festina lente*, which, roughly translated, is Latin for “go slowly.” Wait a few months after building a new housing estate, letting houses develop to their full potential. A grass hut located in a middle-class area has two inhabitants; the insula that eventually will replace it has 40 or 50.



Maintaining a good population growth rate carries a hidden benefit. Quick growth gives a bonus to land values, which lets your housing develop even faster.

The third factor affecting population growth is the difficulty rating of your province. As the Empire expands, its boundaries include an increasingly high proportion of lands whose population isn't enthusiastic about Roman rule. The more hostile a province, the less its population wants to become Roman citizens. Expect to be forced to set population tax much lower in a province like Caledonia, difficulty rating 10, than in a province such as Campania, with a difficulty rating of 1.

Provinces and their difficulty ratings are discussed in the last chapter. The section below discusses the various housing types, and their inhabitants.

FROM HUT TO PALACE

The moment the news goes around that a new province is being added to the Empire, citizens throughout Roman lands perk up their ears. A new province means opportunities for advancement, and so when you begin your governorship, you'll find that there are lots of people willing to move into your new domain. Of course, there is also a number of local inhabitants who like the idea of being Romanized.

As governor of the province, you magnanimously provide the new immigrants with shelter at your own expense. This shelter is the single hut that appears when you construct housing. Remember, it's not enough to place it right—a newly born city needs plenty of encouragement. Follow the route laid out in the previous chapter, and keep your population tax below five percent.



When the above requirements are met, the value of the land on which you placed your hut increases, and it rapidly grows to a better class of slum, then into a house, and so on.

It is important to remember that every land tile affects its neighbors. When a house rises in stature, it encourages neighboring buildings to rise in stature, too. Good urban planning combined with low taxes can produce amazingly swift transformations of your cityscape.

The tables below set out the numbers on types of housing encountered in *Caesar II*. The name of each type of housing is followed by the number of its inhabitants. The next entry is a little more complicated, and refers to the land values at which each house will rise or drop in stature. For instance, you can expect your single hut to change into two when its land value is between zero and three denarii, but it can also change back into one hut if the value stays at zero or one denarius. Note that there is an overlap. At one denarius, you can have either a single hut or two huts. This overlap is repeated throughout the list. You can have a communal hut or a primitive house when land value reaches nine denarii, a large house or a grand house at 22 denarii, and so on.

The final entry indicates the effect each type of house has on neighboring house values. The first number refers to the effect measured in denarii, and the second, to its range. Only palaces and villas affect more than just the adjacent tiles.

Take note of the entries in bold type. They indicate a drop in the number of people living in a house!

SLUMS

TYPE OF HOUSE	INHABITANTS	LAND VALUE	EFFECT ON LAND VALUE
One Hut	2	(-3, 1)	(-2, 1)
Two Huts	4	(0, 3)	(-2, 1)
Three Huts	6	(2, 5)	(-2, 1)
Communal Huts	8	(4, 7)	(-1, 1)
Large Communal Hut	10	(6, 9)	(-1, 1)
Primitive House	12	(9, 11)	(-1, 1)

**FAMILY HOUSES**

TYPE OF HOUSE	INHABITANTS	LAND VALUE	EFFECT ON LAND VALUE
Simple House	6	(11, 13)	(0, 1)
Small House	7	(13, 16)	(0, 1)
Average House	8	(16, 18)	(0, 1)
Improved House	9	(18, 20)	(0, 1)
Large House	12	(20, 22)	(1, 1)
Grand House	16	(22, 24)	(1, 1)

APARTMENT HOUSES

TYPE OF HOUSE	INHABITANTS	LAND VALUE	EFFECT ON LAND VALUE
Primitive Insula	20	(24, 26)	(1, 1)
Simple Insula	24	(26, 28)	(1, 1)
Small Insula	28	(28,30)	(1, 1)
Average Insula	32	(30, 32)	(1, 1)
Improved Insula	36	(32, 34)	(1, 1)
Large Insula	42	(34, 36)	(1, 1)
Grand Insula	48	(36, 38)	(1, 1)
Imperial Insula	54	(38, 40)	(1, 1)



LUXURY HOMES

TYPE OF HOUSE	INHABITANTS	LAND VALUE	EFFECT ON LAND VALUE
Simple Domus	20	(40, 42)	(2, 1)
Small Domus	25	(42, 44)	(2, 1)
Average Domus	30	(44, 46)	(2, 1)
Improved Domus	35	(46, 48)	(2, 1)
Large Domus	40	(48, 50)	(2, 1)
Grand Domus	45	(50, 52)	(2, 1)
Simple Villa	100	(52, 54)	(8, 2)
Small Villa	120	(54, 56)	(8, 2)
Improved Villa	150	(56, 58)	(8, 2)
Grand Villa	200	(58, 60)	(8, 2)
Small Palace	300	(60, 62)	(16, 2)
Large Palace	500	(62+...)	(16, 2)

The big divide in housing values is invisible in this table—it merits more than just bold type. This invisible line runs through the simple domus because the simple domus is as good as things are going to get without city walls. Since city walls are a very expensive proposition that require further expense to maintain, you want to postpone building them till absolutely necessary. Most of the cities you build to meet the required Ratings won't require a city wall. It's only in the later stages of your career, played out at the harder levels, that the Prosperity rating makes city walls a necessity.

Note that villas occupy four tiles (2x2), and palaces nine (3x3) regardless whether they are large or small. If you do not have four or nine adjoining houses that all have the appropriate land value, then you won't see a villa or a palace.

The number of people living in a house has a decisive effect on the average population tax bill, which is displayed on the Treasurer's panel.



This is calculated as follows: The value of each house is divided by the population tax rate you had set (that means multiplying it by the appropriate decimal fraction—e.g. 0.05 for five percent). The result is then divided by the number of people living in a house, which in turn is multiplied by 12 for the number of months in a tax year. The end result is the fraction of a denarius that you see on the Treasurer's panel.

WHAT MAKES YOUR CITY GROW

Maintaining a respectable rate of city growth is a top priority, and stays this way even after you've got all the citizens you need to keep city businesses producing at full steam and maintain several centuries of light infantry as well. This is because growth exerts a positive effect on housing values. Although it is often measured in fractions of a denarius, this effect can change the face of your city by nudging houses over the line marking a rise or fall in stature.

Your population's growth rate is recalculated each month, and can be anything on a scale from -4 to +4. The first element that goes into calculating the growth rate is the population tax you have set. A tax set at zero percent is, of course, the most attractive; at nine percent population tax, there is no positive or negative effect on the growth rate. Thereafter, increasing the tax rate will bring an increasingly negative effect on the numbers of your citizens.

The second element to come into play is the employment rate. The higher your employment rate, the better—or rather, less bad, because *any* unemployment affects growth adversely.

Finally, the difficulty level of the province also plays a role. The more hostile the province, the harder it is to keep your population growing.

To sum up: A low population tax rate is crucial to achieving growth since anything less than full 100% employment is bound to affect it adversely. The complexities of ruling a province are reflected in the fact that all provinces carry a penalty that's subtracted from the incentive provided by a low tax rate. The role played by the attitudes of your provincial population is very important. In provinces with very high difficulty levels—such as the ones that become available for conquest very late in the game—the hostility of the natives can force you to cut



population taxes to absurdly low levels in order to get any growth happening. In such situations, you'll have to rely on industrial taxes to keep you afloat.

Do not ignore the importance of population tax in *slightly* difficult provinces. For instance, you could choose Campania or Illyricum as your first province. Campania has a difficulty rating of 1, and Illyricum—4. A five percent population tax and 75 percent employment means respectably fast growth of your Campanian capital, but no growth in Illyricum.

In addition to making your city population increase, positive growth also increases land values. The increase can reach a maximum of just over one denarius a house tile in Utopian conditions. More frequently, it is measured in fractions of a denarius, not unlike the average population tax bill. If you feel such chicken feed does not justify the effort required to maintain a positive growth rate, consider the consequences of a negative growth rate: House values can decrease by up to four-and-a-half denarii if you jack the tax rate up to 25 percent. Of course, by the time you see the full effect of such a tax hike, any slums you still have remaining will be turned into rubble by ravaging rioters. Nevertheless, even a hike of one percent in your population tax can cause a ripple of unwelcome change through your housing.

CITY EVENTS

From time to time, your city is visited by certain events which share one common characteristic: they are quite unpleasant. The frequency with which these events occur is largely determined by your skill as a ruler. However, something is bound to happen sooner or later, just like in real life, no matter how many protective cocoons you spin.

In other words, let ceaseless vigilance be your motto when you are running city affairs.

DEALING WITH CITY UNREST

The most serious and pervasive problem confronting you as governor is always unrest. Unrest leads to riots, and riots can cause unpredictable damage.



FIGURE 5-2
THERE'S NOT MUCH
YOU CAN DO ONCE A
RIOT IS UNDER WAY,
AND IT CAN END IN
ENORMOUS DAMAGE.
PREVENTION IS THE
BEST AND ONLY CURE.



City unrest is measured on a scale of zero 0 to 15, with sets of five corresponding to colors on the Unrest overlay:

- Unrest level 0—houses visible.
- Unrest level 1 to 5—yellow color on the overlay.
- Unrest level 6 to 10—orange color on the overlay.
- Unrest level 11 to 15—red color on the overlay.

The numerical values attached to the overlay colors are important insofar as they help illustrate the importance of praefectures and barracks. Both praefectures and barracks reduce unrest levels simply by the virtue of being there—praefectures by a single point over a range of two tiles, barracks by two points over a range of three tiles. In addition, a patrolling vigile or soldier decreases unrest by one point in every house within road access of the patrolled street. This effect lasts for three months.

Their superior peacekeeping qualities make barracks useful in low value areas, in spite of the fact that one barracks cost as much as four praefectures.



City unrest is linked to population tax and conscription rates. The conscription rate mechanism is explained in Chapter 2. In a city where the most luxurious building is an insula, the maximum sustainable conscription rate is unlikely to be over 12 percent, unless you reduce the population tax to a symbolic amount.

When considered in isolation from conscription, population tax has a very simple, proportional effect on unrest level. The neutral population tax rate, where citizens are neither happy nor sad at the prospect of being fleeced by their governor, is five percent. Tax greater than five percent increases the unrest level; tax under five percent actually decreases it. If you are keeping conscription at 12 percent, you usually have to keep the population tax at five percent or lower, depending on the quality of your housing.

If all your efforts come to nought and a red square starts to show on your Unrest overlay, pause the game instantly, and demolish the house in which the potential rioters are living. Put gardens there instead, and continue monitoring the Unrest overlay. Unless you have done something very wrong and the situation is totally out of control, you should be able to get rid of all the troublemakers by destroying half a dozen houses at the very most. Since unrest is most often caused by high unemployment, swift demolition work actually helps solve the unrest problem in a small way.

Do not hesitate for a single instant to destroy a house that's showing up red. Housing isn't that expensive to build.

RIOTS

Sometimes there's not much you can do about a rioter, sometimes there's a lot you can do. The second instance occurs when the rioter appears in the second or third row of houses from the road, in a spot inaccessible to soldiers and vigiles.

When that happens, often the right thing to do is to demolish the houses between the rioter and the road so that your peacekeepers can beat him up. The only exception is when demolishing the houses opens up an alley through which the rioter can get at a nearby arena, theater or any other valuable building.



Clean up the rubble instantly (you can even do it while the rioter's still raging on that particular tile), and make sure trouble doesn't occur again by going through the procedure with the Unrest overlay described above. If your Unrest overlay is splashed with red in more than half a dozen spots, you have to head to the Forum for a serious rethink. No matter what else, cut population tax and conscription immediately or you are going to lose the game. The only exception is a situation where your cohort depends on every light infantryman it can get, and it's just about to fight a victory-or-death kind of battle.

ROBBERIES

Unfortunately, no matter how wealthy your citizens are, some of them are bound to be thieves. The better internal security you have, the lesser the chance that a robbery will take place. Building many shrines, temples, and basilicas reduces risks considerably. More temples mean less gold in each temple so your city's thieves aren't so tempted to commit a robbery; and if their greed overcomes their laziness and they do rob you, the amount of gold that will get stolen will be smaller.

Since praefectures and barracks lower housing values and temples raise them, you lose quite a few potential tax denarii when you build the two next to each other. The ideal security setup is to have all the buildings tucked away in areas where they do the least damage, yet have all that matters well within range of the patrolling soldiers and vigiles.

DISEASE

Disease strikes when your city has inadequate sanitation facilities. This means not only hospitals and bathhouses, but also fountains. Primitive water supply has a bad effect on the health of your citizens.

Disease can occur only in areas that are marked in red on the Health color overlay. The "disease" level for each house is adjusted each month on a scale identical to that used for calculating unrest, i.e. from zero to 15. When it reaches 15, the inhabitants of the house fall sick, and city officials place a large skull and crossbones on the house as a warning.

You should immediately demolish any diseased house the moment it appears on the map. Remember, all this is taking place two thousand years ago—around the time Christ was born—and there is no time for niceties.



The problem's gone the moment you demolish the diseased house, but naturally, it will reappear unless you do something about it. The cheapest way to fix things is to ensure every house has a water supply from a fountain and access to a bathhouse. This water supply should be ensured right at the beginning. A primitive water supply and lack of baths coverage (expressed as "not near baths" in the house information panel) put a severe cap on house values. A fountain costs 15 denarii, a bathhouse costs just 20, and since it's possible to lay out a city so that you don't have to build aqueducts until you can afford them, providing good drinking water and a daily bath for each of your citizens is an easy task. There's really no excuse for neglecting things in this area.

Similarly, the absence of a hospital is an oversight you should correct instantly. You should build a hospital the moment your growing city reaches a population of several hundred. Most often, that first hospital will see you through until the city population is between 1,500 and 2,000 citizens. After that, your Culture rating is increasingly affected by lack of hospital facilities, and it becomes essential to add another one.

Baths as well as hospitals affect your Culture rating (which usually is the hardest promotion requirement to fulfill). Primitive water supply, lack of baths, and the absence of a hospital severely limit housing values, so it goes without saying that disease in your city is a very remote possibility.



When an epidemic, a fire, or a riot does happen, be ready with your shovel. Rubble exerts a very bad influence on land values: -6 within two land tiles, and -3 between three and four tiles away. Fire is even worse: -7 within two tiles, and -4 between three and four tiles away.

FIRES

Fires are caused by inadequate fire prevention plebs. When you have enough firewatching plebeians and every building in the city is supplied with water, fires don't happen.

Keep it that way throughout the game.

The next chapter deals with the development of the larger entity under your rule: the Province.

CHAPTER VI



THE PROVINCE

Developing your province is essential to your success as a governor. Your Empire rating is determined, for the most part, by the level of provincial development that you've managed to achieve. What's more, unless you're a certified magician, you won't manage to balance your budget without some hefty investments on the Provincial level.

There is a certain set of features which, viewed *en masse*, give a general yet comprehensive picture of a province. When surveying a province and planning a development, you should be aware of the following:

- The province's difficulty rating. This little detail can be conveniently found in the Empire chapter of this book. The difficulty rating determines how happy (or rather, how *unhappy*) the local people are at being Romanized, the number of heavy infantry in a single century, and the number of plebs you get for your hard-won denarii—by now, you should be convinced the difficulty rating is very important indeed. What's more, the number and strength of tribal settlements



often corresponds to the province difficulty. You are likely to face more enemies in a hostile province.

- The province's location in relation to other lands of the Roman Empire. A province that shares borders with two Roman provinces, not just one, is much easier to develop and defend. For example, with two peaceful borders you often get away with a single cohort fort instead of two.
 - The location of the provincial capital. Some provinces have capitals in a dream location, ideal for quick and easy development of provincial resources (Campania is a good example). Others—such as Cisalpine Gaul to a lesser degree, or Pannonia to a greater—have capitals that are much less conveniently placed. The Pannonian capital is located dead center of a landlocked province with each border town practically equidistant, the stress being on “distant.” Building the required road costs a small fortune, and in almost every case, opens up a convenient route for invading Barbarians. The location of the provincial capital in each of the provinces is discussed in the Empire chapter.
 - Geographical features. Conveniently placed mountain ranges (Macedonia is a good example) and a cooperative shoreline can make the task of defending the province a much easier one. It doesn't hurt to have a few islands along the coast. In provinces such as Sardinia and Corsica, many Barbarian attacks fizzle out on Corsica, where you don't have to intervene. In Caria, Cypriot armies bound for your capital land on the island of Rhodos instead and merge with the local population, turning swords into ploughshares and presumably starting happy families. In Lycia and Pamphylia, Galatian armies invading from the east disappear into the coastal landscape in a similar fashion, trading their horses and bows for fishing boats and nets. You will be grateful when they do, because battling Galatians is a nasty business.
 - Feasibility of opening up provincial export routes. Export plays a decisive role in the success of your industry, increasing overall output dramatically. When you are faced with the necessity of building a road costing 1,000 denarii and a cohort fort to protect the trading post, you may be forced to develop nearby local industries instead.
-

**FIGURE 6-1**

THE LOCATION OF THE
PROVINCIAL CAPITAL CAN
BE A GREAT HELP—
OR A HINDRANCE.

- Number and strength of tribal settlements. Proximity to your capital also plays a role. A tribe on your doorstep is a good thing, no matter how powerful it is. You always have a period of peace at the beginning of your governorship. Use that time to build up a strong cohort, then introduce the wayward tribe to *Pax Romana* by wiping them out in a battle. Your cohort gains morale, and you gain Peace points—Empire points, too, if you connect a road to your new contest as you should.
- Enemies. Some enemies are better than others. Sicilians, though they are capable of sending out a huge army, are generally poor fighters and thus make good neighbors. Greeks are very dangerous; their troops are regular army veterans, and can cut your cohort to pieces if you aren't careful.



FIRST STEPS: ESTABLISHING A PROVINCIAL PRESENCE

When you take over a new province, you are taken to the City screen. You should immediately exit to the Provincial screen, because the right thing to do before building anything is to have look around.

Note the location of tribal settlements. You already know how many there are and what their strength is from the Empire chapter. The location of the most menacing-looking tribe may prompt you to select one bank of the river over the other as a starting point for your city. This is discussed in detail in Chapter 4. But for now, don't rush to get your city going. Take your time—*festina lente*, and all that stuff. Examine the geographical layout of the province, and identify likely Barbarian attack routes. Then review the natural resources the province has to offer (here, you may want to nip back to the forum for a quick consultation with the Merchant) and do some tentative planning. It's good to know beforehand what direction your roads will take so that you can locate the cohort fort to its best advantage.

LOCATING YOUR FIRST COHORT FORT

Finally, build your cohort fort in the optimum location. Most often, the best choice is to locate it at the corner of your city site, where it won't be in the way of any roads you may want to build later. This positioning enables you to build a provincial wall around your city at the lowest possible cost. Sometimes, that option may save your skin. Naturally, you should choose the right corner—put your fort where an attack is most likely, i.e. where it covers the maximum number of possible enemy approaches.

Occasionally, however, it is to your advantage to build your first cohort fort some distance from the city. Macedonia is a good example, because in Macedonia, when you locate your first cohort fort south of the city and build provincial walls between the mountains, the fort and the sea give you a good protective barrier against invading Greeks.



Having built a home for your Prima Cohors, you'll likely start working on your city, and won't return to the screen until it's time to build your first provincial industry—usually, a couple of years later at most.

PORTS AND EXPORTS: BUILDING YOUR FIRST INDUSTRY

You should build your first provincial industry as soon as your employment rate starts dropping. If you wait, you'll simply have less denarii to build your industry with. Every month means funds further eroded by the deficit, so don't delay and get yourself an industry going today.

You should try very hard to make your very first industry a port or a trading post. Ports are especially good choices because more often than not, your capital is much closer to the coast than it is to the nearest inter-provincial boundary.

Ports are very expensive and trading posts only slightly less so, and you may feel very tempted to invest in a nearby local industry instead such as a farm, a mine, or a quarry. Don't. Although local industries are relatively inexpensive to start up, they are very expensive to maintain, especially if you have the full complement of 30 plebs. Thirty or even 20 plebs amount to a lot of denarii annually. The seemingly expensive port and trading post do not require plebeian labor.

Additionally, an external trade connection allows the factories in your city to reach maximum production. If all you have is a farm, without connections to border towns and any ports, then city factory production is capped at five jars.

An external trade connection is a must, even if you have several farms, mines, and quarries (resulting in a nice profit despite mediocre production levels in the city's factories). Soon after you lay down the last section of road between your capital and the border town of your choice, your factories will sharply increase production. As a result, your industrial tax income can rise by as much as 30 percent.

**FIGURE 6-2**

A PORT THAT RECEIVES MORE THAN ONE TYPE OF CARGO IS THE BEST INDUSTRIAL INVESTMENT YOU CAN MAKE.

You should always consider a port first (provided your province has a coastline, of course) and, before you make a yes or no decision, watch the movement in ship lanes off your shore. **There's a strong chance you may identify a spot where ships carrying merchandise from two different sources will happily unload their cargo. If you succeed in doing so, your port becomes a real bargain.** With two kinds of raw materials coming in and no plebeian labor needed, it is a much less expensive deal than two "cheap" local industries (e.g. a farm and a quarry). You save money on a single road, too.

If a port or a trading post is absolutely out of the question, then you should grit your teeth and build a couple of local industries. You should build one local industry even if you've succeeded in placing a port in a frequently visited spot. Every denarius spent on provincial industries yields many denarii more for your Treasury, and the earlier in the game you spend it, the more denarii it yields (just don't go overboard with building factories when all 200 of your citizens are gainfully employed—there's such a thing as being too early).



ON ROADS

You should concentrate on building provincial industries and the appropriate city businesses with supporting infrastructure until your budget shows a respectable surplus. You may want to consider building extra roads beyond those needed to connect industries to your capital. For example, you definitely want to connect your fort to the provincial road network. Additionally, you want to consider building short roads that let your cohort intercept Barbarians along their attack routes. The purpose of those roads is to facilitate cohort movement; often, a well-placed, short road ostensibly leading to nowhere can save you the need of building a second cohort fort. You'll be building more of those "strategic" roads when you have more than one cohort fort.

Roads play a big part in the defense of your province for an obvious reason: speed of travel. A cohort (or a Barbarian army) traveling along a road will cover approximately 12 map squares in a month. When it is traveling over open country, your cohort has an advantage: It covers about four map squares a month against the Barbarians' three. Don't take it as a deterrent to build roads. Roads are for making sure your cohort arrives on time, and you can nearly always plan them in such a way that Barbarians miss them. You often see a Barbarian army marching on your city through green fields, parallel to a road just a couple of map squares away. The same thing tends to happen when you ask your cohort to return to fort; it will march at an agonizingly slow pace right beside a comfortable road.

The explanation for this phenomenon is that the minds of armed men move in mysterious ways. The Barbarians get fixated on your capital or provincial city, and the legionnaires, on their fort. Both Barbarians and legionnaires strive to align themselves with their destination so that they can march straight to it. When there are natural obstacles along the way, things get complicated, but otherwise, it is pretty easy to predict the route a Barbarian army will take.

Having developed your province to a level where a constant stream of industrial denarii is replenishing your coffers, you are going to concentrate on city development for a little while. Most trips you make to the Province screen over the next five to ten game years are either to combat



Barbarian threats or to gaze admiringly at the changes you've made to the province map. The Province screen in *Caesar II* is beautiful, and there's certainly nothing wrong with that.

To make absolutely sure your first and only cohort gets everywhere in time, you can build provincial walls across Barbarian attack routes. It takes many months before they crumble and let the invaders through; by the time that happens, you're ready for them.

The ideal situation is when geography allows you to close off a large part of your provincial border with a short stretch of walls. Otherwise, you may want to count your money carefully before you start building. At 50 denarii a section, provincial walls are very expensive.

SECOND COHORT FORT: THE WAY OF THE PRAETOR

The denarii and the Empire rating following your first provincial development plan are frequently enough to let you glide smoothly all the way to promotion without worrying about more investments at the Provincial level. However, you won't make it to the throne in Rome without stepping into some serious business along the way. This is particularly likely to happen in the late stages of your career, when you're secretly rubbing your hands together, and promising yourself that you'll make the last province remaining between you and Rome a shining example of your governing skills! Of course, if you're into playing at Hard and Impossible, you'll be building second cohort forts in a lot of provinces.

Basically, the need for a second cohort fort arises for two reasons, which can occur separately or simultaneously. The first reason is protection of provincial industries. Although Barbarian armies obligingly pause for a month or so upon entering your territory, a single cohort is just not enough to protect industries several months of travel away from its fort.

The second reason is the growing Barbarian threat to your borders. At some point in your career, the Ratings requirements force you to cool your heels in the same spot for long periods of time. The problem is that the longer you stay in any province, the more agitated the Barbarians become. You may be faced with situations where you have three Barbarian armies coming at you from three different directions. Even worse, you may have to deal with three Barbarian armies invading in *two*

**FIGURE 6-3**

COUNT YOUR MONEY
BEFORE BUILDING PROVINCIAL
FORTIFICATIONS. SOMETIMES,
A LOT CAN BE ACHIEVED BY
SPENDING VERY LITTLE.

spots, where in one, there's one Barbarian army following the other at a distance of just a few map tiles.

When that happens, one of these is invariably an invasion army with correspondingly large numbers of angry, armed Barbarians, and you have to fight two battles in a row. Winning two battles involves losses, and it's likely that after the double show is over, the couple of hundred men you have remaining won't be enough to deal with the third Barbarian army—and that's providing they get where they should in time.

THE YEAR OF THE RABBIT

When the situations described above arise, it's high time you get another cohort going—the Rabbits (a rather unfortunate name, and one that will be very appropriate if you send your second cohort into combat too soon). This is a much more expensive proposition than simply building a cohort fort for 500 denarii. Assuming that your second cohort is only meant to intercept raids and leave the larger issues to the Prima Cohors, you still want it to number around 400 men. This includes at least a couple of centuries of heavy infantry and one of slingers. The annual cost of upkeep for the cohort described above is around 200 denarii per year, *every year*, and that's allowing for the fact that half of Rabbit slingers



are working on provincial farms and in quarries and are only called up in an emergency.

Since cohorts are so expensive, it makes sense for you to think about improving your bottom line before it's too badly damaged. Try to combine building your second cohort fort with developing an additional industry, maybe even two. If you have been forced to form the Rabbits because of the increasing Barbarian threat, the general area in which to build the fort is predetermined. You should still take the time to survey the lay of the land. Chances are, you'll discover a meadow or rocky patch that can be incorporated in your defense planning. When choosing the exact site for your second fort, remember that it should be connected to your road network.



Make sure you connect each cohort fort you build to your provincial road network. It won't be that expensive if you are developing nearby industries. At any rate, improving the marching speed of your cohort three times is worth almost any money.

The new industry that you build alongside your new cohort fort will not only pay for the Rabbits, but also leaves you a bit extra to improve your Prosperity rating.

PROVINCIAL FORTIFICATIONS

Having built your second fort and a new industry or two, you usually spend some time improving your Prosperity and Culture rating. Since these two are at odds—building big “cultural” objects can get as expensive as major provincial work—it usually takes at least half a dozen years to get things going.

If you have already reached the exalted rank of Consul or Proconsul, your provincial development in the post-Rabbit era may still not be enough to get you the next Promotion. By that time, you are governing a fairly difficult province, and Barbarians will be coming in through the windows. This is when you are sure to need a really strong provincial security system—a third and possibly fourth cohort fort as well as a comprehensive system of provincial walls.



Forming two new cohorts at this stage is not as difficult as it seems. By that time, your capital city is supplying your legion with a lot of light infantry. Remember that although you may have four cohorts, it is likely just two of the four have to be really strong, or in excess of 800 men. The other two can be little more than fort garrisons, keeping watch over a stretch of provincial walls. Details of cohort management and provincial defense strategies are discussed in the Legion chapter.

Provincial walls should be built only where they form effective barriers—that is, a Barbarian army cannot get around them and has to camp out in front of the fort. Building a half-finished wall is a total waste of money, unless all you are after is an extra month. While the Barbarians are marching around your six sections of wall, you may be able to train any number of Auxiliaries. Classic locations for cohort forts include valleys among mountain ranges, or coastal plains between a range of hills and the sea. Having located the fort, you build the wall to close the gap, and that's it—you're ready.

It does not make sense to build a complete wall all around your province, even if you leave gaps for unhindered commerce (walls or gates across provincial roads sharply cut down production). The expense of building such a wall is horrendous, and serves absolutely no purpose. A fortifications system consisting of well-placed cohort forts and short stretches of provincial walls across invasion routes works just as well, and is much more practical.

If your legion has suffered a defeat and consists of just a few demoralized soldiers, you will probably be forced to build provincial walls around your city. This maneuver forces the enemy army to camp out in their tent until they manage to cause a break in the wall. It also buys you time to rebuild your armed forces. If you've placed your first cohort fort with its corner touching the corner of your city site, this emergency construction isn't too expensive, and provides a good way out of a very tight spot. Just remember to demolish those sections of provincial walls that cut across the roads—in other words, the gates—because they have a devastating effect on the production of city businesses, practically cutting it in half. You can always add the missing sections if another emergency arises. The extra cost is nothing in comparison with the industrial tax money you lose.



Delay building provincial walls until it's absolutely essential. Provincial walls work by delaying Barbarians; if there are no Barbarians to be delayed, provincial walls don't work at all. You may get lucky and get promoted before the actual need for the walls you planned arises in practice!

The next chapter discusses a key element of *Caesar II*, mentioned often up till now, but never discussed in real detail: your Legion.

CHAPTER VII



THE LEGION

Effective defense of your province is essential to your success as governor (unless, of course, you elect to play *Caesar II* in the City-Only mode). The expansion of the Empire is far from peaceful, and army upkeep is the major position in your budget.

This chapter discusses the composition of your armed forces and their use in battle. Most importantly, it also provides you with an overview of all of your potential enemies. Some opponents who appear to be tough can be easily defeated; others, even though not very numerous, can inflict surprisingly large losses on your cohort, and perhaps defeat it if you aren't careful.

A cohort's success in battle depends on more than its numbers and your leadership (unless you let the computer deal with the bloodshed). It is important that each cohort has the best mix of troops for the task at hand. The enemies you face on your way to the Emperor's throne come in all shapes and sizes, and tactics that work well in one battle may be disastrous in another.



The previous chapters discussed in detail such legion issues as conscription rate. This chapter contains a brief summary of all the important points about your armed forces, but it concentrates on your army's practical applications rather than on its administrative setup.

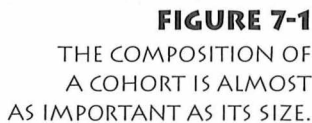
THE COHORTS

Each additional century of soldiers under your command also carries additional costs (except for light infantry. However, if you raise the conscription rate too high, you might end up paying with a library or a coliseum for that extra century of light infantrymen). It is in your interest to have a strong legion, but it's also in your interest to spend as little as possible on your armed forces. The optimum strength of your armed forces differs with the game difficulty level. The higher the difficulty level, the bigger the armed threat to your province. The recommendations below were arrived at while playing *Caesar II* at the Hard level. If you apply them at the Normal level, you should be absolutely secure. If you're good enough to be playing at the Impossible level, you don't really need anyone telling you how strong your cohort should be (but just in case—it should be approximately 20% stronger than at Hard).

PRIMA COHORS

The most important cohort in your legion is almost always the first one you form: the Prima Cohors.

When you begin colonizing a new province, there is always a period of peace to start with—the local Barbarians are poor organizers, and need time to organize any armed resistance (for details, refer to the Barbarian Aggression table in the Appendix). During that time, you can build up your cohort at your leisure. You can even neglect to hire any heavy infantry for a year or two. The initial deficits you'll have with each new province are huge, and every 60 denarii saved (that's the annual upkeep of a single century of heavy infantry) means quicker progress in the Prosperity rating. However, do not neglect to build up your plebs during the same period; they need time, and two years is usually not enough to form a 60-man slinger unit, what with all the plebs needed to service your growing city and work in your new provincial industries.



In very general terms, the strength of rebel armies in *Caesar II* is as follows:

- A well-led cohort consisting of 300 heavy infantrymen, 60 light infantrymen, and 60 slingers can deal with any local uprising.

**TIP**

If you feel unsure about your ability to lead an army in battle, leave the fighting to the computer. It will grant you victory as long as you have superior numbers.

The size of the Prima Cohors during that initial period depends on the size of tribal settlements in your province, and whether you want to pacify them right away or wait until later. If you want to embark on an aggressive course of action, you will have to build a stronger cohort than one which is sufficient for purely defensive purposes.

When you attack a tribal settlement, its population hurriedly arms itself and steps out to do battle. The resulting army has a popular militia feel to it: It is composed entirely of light infantry. However, its size is bigger than that of a rebel army (which always features all the types of troops available to a given tribe).

- Weak Tribe—150 Light Infantry
- Local Tribe—300 Light Infantry
- Strong Tribe—450 Light Infantry
- Powerful Tribe—600 Light Infantry

The exact size of the Prima Cohors is also determined by the kind of troops you will have to contend with. When ruling a province whose native army includes Horsearchers—and there are a few of these—you will have to make an allowance for that, and build a stronger cohort than in a province whose native armies are limited to light infantry and missile troops. However, to be effective in battle, your cohort has to number at least 200 heavy infantry, and a century each of supporting troops—slingers and light infantrymen.

The first Barbarian raid should be a signal to start building up Prima Cohors to its final strength of 800 to 1,200 men (depending on province and difficulty level). Start by hiring an extra century of heavy infantry and some additional plebs to convert into slingers. By that time, your finances should be able to bear the extra burden.



In some provinces, the enemies you have to contend with are regular armies rather than bands of ravaging Barbarians. For details on each province, refer to the next chapter.

The final strength of the Prima Cohors should never be less than 800 men. In later stages of provincial development, when you have more than one cohort, the Prima Cohors remains your most powerful weapon—the one you use to combat the gravest threats.

THE RABBITS

Many provinces will never require you to build more than one cohort. You'll find details on that in the next chapter.

However, the further you advance in your career, the greater the likelihood that you will need more than one cohort, even if that one cohort is of imposing size. Usually, what forces you to form the Rabbits (you should never form another cohort unless you are *forced* to) is the need to protect important provincial industries that are located uncomfortably close to the Empire's borders. The Empire's borders are constantly being violated by wicked Barbarians, and you may find that maintaining a trading post involves rebuilding it every few years.

Your first step, naturally, would be to build a strip of provincial fortifications that slow down the Barbarians (enough for the Prima Cohors to effect an interception) and give them a good thrashing. Unfortunately, as time wears on, you simply cannot afford to send your only cohort away on long marches; you need another one to deal with local trouble.

You should think well before locating your second cohort fort. It should be positioned so that it can protect more than one industry, and also be available for quick reinforcement of the Prima Cohors. Occasionally, you will have a situation when two Barbarian armies march on you from the same direction, and one of these two armies is pretty big. It makes sense, then, to fight the stronger enemy with the Prima Cohors, and send in the Rabbits to battle the second threat. A battle with a strong enemy results in losses, and if you force the Prima Cohors to fight two battles in a row, it may be reduced to a state where its no longer fit for any combat.



Sometimes, you'll have to build up the Rabbits instantly to at least 600 men. This is true in such provinces as Britannia where the faraway border with Caledonia is constantly violated by strong Pict armies. At the same time, you will want to develop at least some of the industrial sites that are located right next to the Caledonian border. This will necessitate setting up a second cohort fort right next to the border town.



Never send out a cohort to do battle unless you are sure it can win. If it loses, it will suffer a devastating loss of morale that's difficult to erase. You can always use delaying tactics such as building provincial walls right in front of advancing Barbarians, forcing them to make lengthy detours during which you quickly hire new soldiers.

SNAKES, STALLIONS, AND OTHERS

When you reach the rank of Magistrate, you start coming across provinces where the armed threat necessitates more than two cohorts.

Your third cohort, the Snakes, will often be formed in response to recurring attacks along a particular stretch of your border. Its size will be dictated by the specific situation—but sometimes, you may find yourself hard-pressed to maintain a third cohort of 600 or more men. If that's the case, carefully consider whether you really need that third cohort. Remember you can always build a double line of provincial walls. This is usually sufficient to retard the enemy's advance to an extent where either the Prima Cohors or the Rabbits can be sent in.

If the frequency of Barbarian attacks makes the Snakes truly indispensable, consider keeping them at a strength sufficient to deal with smaller enemy incursions—300 to 400 men. Use the Demobilization button to prevent any cohort from attacking the enemy on sight.

A fourth cohort fort is only necessary in the most difficult provinces where geography and nasty neighbors combine to form a very uncomfortable situation. You'll find it difficult to maintain a fourth cohort that's big enough to take on any threat. Your capital city will have to be a magnificent metropolis to manage the upkeep of well over 2,000 soldiers. Usually, you'll find yourself relegating the Stallions to secondary interception roles.

**FIGURE 7-2**

OCCASIONALLY, YOU MAY WANT TO CONSIDER A SYSTEM OF CENTRAL DEFENSE, WHICH UTILIZES TWO CENTRALLY LOCATED COHORTS AND A GOOD ROAD NETWORK.

THE DOUBLE COHORT APPROACH

The strategy described above involves a system of regional defense where each cohort is responsible for a certain area.

When you find yourself governing a really difficult province, you may want to consider a system of central defense instead of regional defense. This approach involves forming just two strong cohorts—Prima Cohors and the Rabbits—and building an extensive system of provincial walls. You'll also need a road system that allows your soldiers to cover big distances in record time.

The obvious disadvantage here is that building plenty of provincial walls, and repairing them after successive Barbarian attacks, is bound to be expensive. The flip side is that the upkeep of four cohorts can be even more expensive. Maintaining 1,600 soldiers instead of more than 2,000 makes for a huge difference in your annual budget!

The big danger inherent in this approach is the underlying assumption that you always have time to rebuild at least one cohort before the next Barbarian attack. If you have a run of bad luck and get two Barbarian armies camping under one stretch of wall, and a third one in front of another wall, you could be in trouble.



SETTING COHORT STRENGTH

The moment you form your second cohort, you start to use the Mobilization button on the cohort panel. In *Caesar II*, this button also allows you to adjust cohort size between Minor, Normal, and Major. This does not mean the cohort in question will stop growing when it reaches a certain number of soldiers; instead, these settings allow you to adjust the influx of new recruits. A Minor cohort receives 50 percent less new soldiers than a Normal cohort, and a Major cohort, 50 percent more. For instance, assuming you have three cohorts—one Minor, Normal, and one Major—each 30 new soldiers (regardless whether they're heavy infantry, light infantry, or slingers) would be divided as follows: Ten (one third of the total) for the Normal cohort, five (50 percent less) for the Minor, and 15 (50 percent more) for the Major.

In practice, mobilizing the cohorts you want to strengthen and demobilizing others works much better when fine-tuning cohort strength, and is practically the only option if you want a new cohort operational within a few months.

No commander can hope for success in battle if he doesn't know his own men well. The sections below describe the troop types you have at your disposal, their characteristics, and their preferred role in combat. Note that extra information on your troops may be found in Chapter 2.

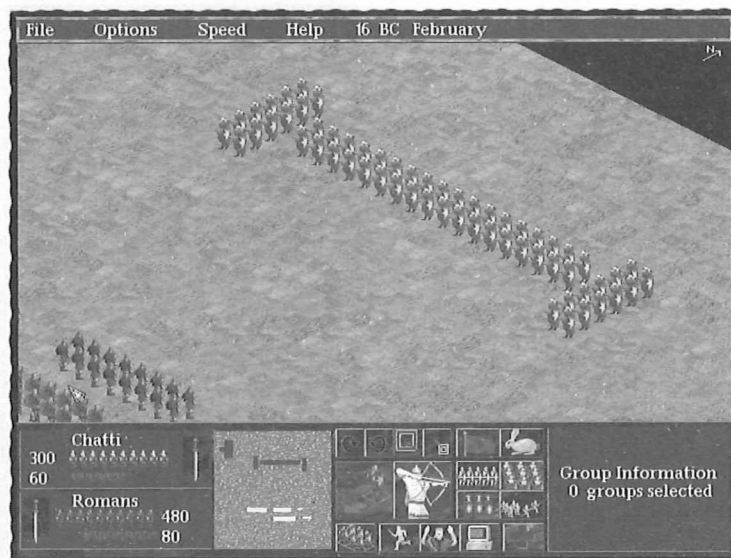
HEAVY INFANTRY

Heavy infantry is composed of professional soldiers. The main catch is that these veterans demand danger pay in proportion to the hostility of the province. However, the Imperial bureaucracy won't allow you to pay anything but five denarii for a century of soldiers, so often you have to make do with much less than the standard 100 men.

The number of men in a century of heavy infantry is determined by the province difficulty level in the following manner: For each level above 1, you receive five soldiers less for your denarii. In Illyricum, with a difficulty rating of 4, you will get only 85 men to a century, but that might seem like a lot by the time you embark on the conquest of Caledonia as Caesar. There, your five denarii will be enough for only 55 professional soldiers.



FIGURE 7-3
THE PSYCHOLOGICAL
RESILIENCE OF YOUR
PROFESSIONAL SOLDIERS
MAKES HEAVY INFANTRY
THE MOST RELIABLE
TROOP TYPE.



The heavy infantryman is the most reliable and hard-hitting soldier under your command. Your legionnaire is particularly dangerous when attacking, and very good in defense.

Lack of speed is heavy infantry's main drawback. It's not well suited for attacks that involve a long march up to the targeted enemy, particularly when under fire from enemy bowmen or slingers. It is best used in a position of "offensive defense," where a line of heavy infantry charges the approaching enemy at very short range.

Heavy infantry is the mainstay of your armed forces when you begin colonizing a new province, and when your city is still small. It is particularly well-suited to pacifying tribal settlements, which, when attacked, put up an army composed entirely of light infantrymen. Later on in your provincial rule, heavy infantry remains the backbone of your legion.

You can depend on heavy infantry to hold your center in difficult situations, where other troops would fail. It is devastating when launched against the flank of an enemy unit.

Your major cohort, which almost always is your Prima Cohors, should have around 400 heavy infantrymen in its ranks. This should be increased by an additional 200 when you continue your conquests as Emperor. If you are planning additional cohorts, keep in mind that a cohort's



FIGURE 7-4
LIGHT INFANTRY'S SPEED
MAKES IT VALUABLE
AS A FLANKING UNIT.

usefulness increases dramatically when it has three or more centuries of heavy infantry.

When hiring heavy infantry, remember its soldiers train at the rate of 20 a month.

LIGHT INFANTRY

Light infantry is the second most important component of your armed forces. It is composed of citizens conscripted into military service by you, the governor.

Naturally enough, the soldiers in your light infantry units aren't as good as the professional sword-swingers in heavy infantry. The light infantryman is roughly two-thirds as good at fighting as the professional soldier. Luckily, this is compensated by some special advantages.

To start with, light infantry moves faster. It is much better suited for executing quick flanking movements than the professional heavies. When deployed in a tortoise formation (formations are discussed later in this chapter), light infantry forms a strong defense that can be broken only by a much stronger enemy.



Light infantry's non-combat advantages are very considerable, so much so that they should be mentioned here. The obvious one is the fact that light infantry costs nothing. Another is that you always have a certain number of light infantry at your disposal in the form of your unemployed citizens. In an emergency situation, you can usually count on an extra century or two for your cohort of choice.

Light infantry usually is best deployed in battle as a flanking or supporting unit. However, if you have large numbers available, you may try using masses of light infantry in frontal attacks. Even then, they still benefit from support of heavy units, as light infantry is at a disadvantage when charging—executing an attack that involves marching a distance.

Light infantrymen also function well in the pursuit capability, where a unit breaks formation. You may be tempted to deploy them in reserve because of their speed—they get to the front-line spot you want them in fairly quickly. If so, remember light infantry is not the best choice for attacks that decide a battle, and could suffer heavy losses when confronted by an enemy in formation. These losses, in turn, can lead to a catastrophic drop in morale.

SLINGERS

Slingers are your standard missile troops. Slinger units are composed of plebs drafted into military service, and they are *very* expensive; man for man, they cost nearly twice as much as heavy infantry. You'll have to grin and bear it, however, because a 60-strong slinger unit is an essential part of any cohort.

Slingers are an absolute necessity if you are fighting Carthaginians; missile troops are the only troops really effective against Carthaginian war elephants. Slingers are also invaluable when used to bolster your defense. When you have a slinger unit standing right behind your line of infantry, you'll have a much easier time dealing with the enemy.

Slingers move as fast as light infantry, but since their role is to pelt attacking enemies with rocks, anything else they do while a battle is raging is time wasted. You should try to anticipate exactly where the enemy will make contact, and position your slingers so that they are within effective range. Their maximum range is about ten battle screen

**FIGURE 7-5**

SLINGERS ARE MOST DEADLY AT SHORT RANGES. PLACE THEM WHERE THEY'LL DO THE MOST DAMAGE!

map squares, but their effective range is much shorter—eight squares, or preferably even less.

Slingers are deadly when firing at short range, such as four or five battle screen map squares. At that distance, they inflict twice as much damage as bowmen. Bowmen, however, have a much greater range, so don't get into any missile duels.

AUXILIARIES

In most provinces, you can supplement your legion by hiring mercenaries. These are prohibitively expensive—50 Auxiliaries cost 20 denarii a month, or as much as between 220 and 400 heavy infantry (depending on the province difficulty level).

The cost of hiring Auxiliaries does not vary, but the quality of the troops you get for your money does. The same 20 denarii can get you 50 Armenian Horsearchers, who are excellent, or 50 Chatti Spearsmen, who are not. You should treat the Auxiliaries as your last resort, to be hired only when there's absolutely no other way of preventing defeat. Of course, you'll initially hire them at least once to see what they look like. Use that occasion to find out what they *fight* like. Remember that an Auxiliary unit that loses even one man is free of charge thereafter.



Not every province has Auxiliaries, and sometimes you'll miss them—especially if you have to contend with one of *Caesar II*'s four regular armies: Greeks, Egyptians, Carthaginians, and Parthians. An invasion by enemy regulars can mean you'll have to fight a stronger army than is the case with Barbarian raids and invasions, and that, in turn, necessitates a large army of your own. When you have several centuries of Auxiliaries waiting to be hired, things are fairly easy. When you don't, you have to keep a fairly large standing army, and that's expensive.

The types of Auxiliaries correspond to the types of Barbarian troops. For instance, when ruling Cyrenaica, you will find yourself battling Blemmye bowmen. You'll be glad to have them on your side when ruling Cappadocia, where both native and invading armies feature the above-mentioned Horsearchers. Cavalry moves faster on the battlefield than anyone else. This speed, coupled with ranged-attack capability, makes Horsearchers very dangerous—and very helpful when you have them on your side in some of the European provinces.

Even then, the Armenian Horsearchers you get as Auxiliaries aren't worth keeping on at all times—50 soldiers are never worth 240 denarii a year, no matter how good they are. They are only worth that expense when it means the difference between victory and defeat.

THE ADVANTAGES OF BEING ROMAN

Many of the Roman conquests were possible because the Roman army was a professionally organized fighting force. In one of his first campaigns, Julius Caesar defeated an army of Helvetians four times the size of his own thanks to superior tactics and discipline. In *Caesar II*, you can accomplish similar feats—provided you are a good organizer and tactician.

The main advantage of commanding a civilized army is that it obeys orders. That means your soldiers stay in formation, and soldiers fighting in formation are much more effective than when it's every man for himself.

There are four "formation" commands in *Caesar II*. The first two are attack formations, although, of course, they are extensively used in aggressive defense. The line, composed of two rows of soldiers, is the best formation for frontal attacks. The column is ideal for flanking attacks—when you strike at the side of an enemy unit.



When your soldiers fight in a column or a line formation, they enjoy an attack bonus that makes a significant difference to their chances of success. Always attack the enemy with your heavy infantry, particularly when they are deployed in a defensive role. Wait till the advancing enemy soldiers are just a couple of map squares away, then strike.

The tortoise formation is a Roman specialty. Soldiers ordered into a tortoise form a defensive square. You'll see the men on the outside of the square turning to face outwards, and raising their shields. Soldiers in a tortoise enjoy a significant defense bonus. They also receive half the hits from missile troops that they would otherwise. For that reason, the tortoise is ideal when attacking formations of enemy slingers or bowmen. It is also very useful for stopping or slowing down an enemy attack. Even a small unit in a tortoise can delay a much stronger enemy long enough so that you can take additional measures.

Finally, you can order your soldiers to break formation and engage the enemy on their own terms. This tactic is recommended in two situations. One is when you are obviously gaining the upper hand, and you choose pursuit to deliver the *coup de grace* to an outnumbered, demoralized enemy.

The second instance is more of a risk. This is when the odds are evenly balanced, and ordering your soldiers to break formation can turn the tide in your favor. When you see that only a small part of your soldiers are engaged in combat while many others are standing by doing nothing, you should think about having your men move off in pursuit. If you do, the soldiers that have been standing motionless move into action, attacking the enemy men from the side and from the rear. You'll find more details on this maneuver in the next section.

WINNING BATTLES

In *Caesar II*, battles can be resolved by the computer—or by you.

Unless you have a good grasp of the battlefield controls (the manual and online help do a great job of explaining everything), you should not attempt to fight your own battles. Inept leadership can doom a potentially victorious cohort to defeat, even when your forces are twice the



size of the enemy's. Don't fight the battle until you're sure what you're doing—leave it to the computer. In some cases, it will grant you victory even when your forces are numerically inferior but superior in quality (excellent morale, lots of heavy infantry).

On the other hand, once you master the intricacies of the battlefield screen, you can definitely lead your cohort more successfully than the computer can. For instance, you'll notice that every time a computer resolution takes place, the Artificial Intelligence spreads losses among all types of troops under your command. If you fight the battle yourself and do well, chances are that your missile troops will not suffer any losses, and that overall losses will be smaller.

It is also possible to win battles that the computer would consider lost. This does not apply to all provinces, but is particularly true in parts of Europe and North Africa. The ultimate test of your abilities comes when your 400-strong cohort faces 600-plus Barbarians, and defeats them. It is not unusual for some Barbarian armies to panic and start running, even though they still have considerable numerical superiority. This is because the outcome of any battle in *Caesar II* depends on the morale of the fighting armies.

LIONS AND CHICKENS: THE IMPORTANCE OF MORALE

A soldier that goes into battle confident in victory is worth two soldiers who enter the fight anticipating defeat. This battlefield reality is accurately reflected in *Caesar II*.

Your cohort's morale in battle depends on two equally important factors. The first is the morale of your cohort before seeing the enemy. Once the enemy is spotted, the second factor comes into play: the strength of the opposing armies. If your soldiers see they are outnumbered two to one, their morale will drop sharply even before the battle begins. Of course, the same applies to Barbarians.

Naturally, the higher the starting morale of your cohort, the better. You improve the morale level among your troops simply by winning battles. A newly formed cohort starts out with Reasonable morale, progresses to Good after its first victory, then to Excellent after the second.

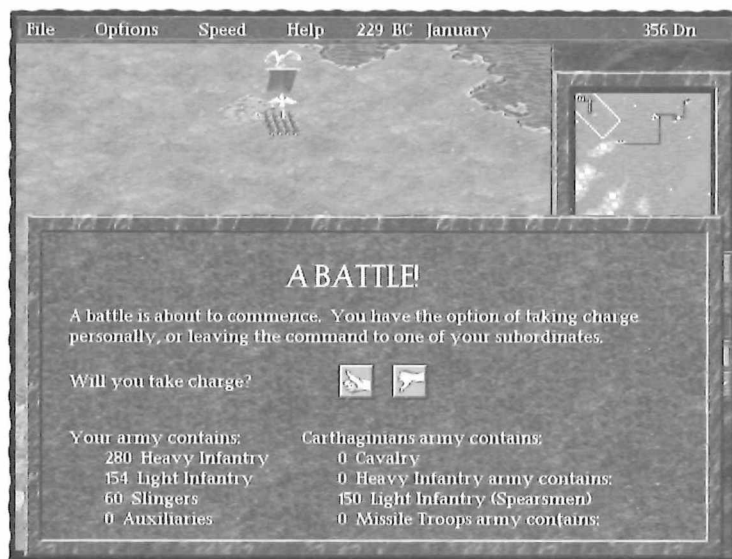


FIGURE 7-6
 PACIFYING TRIBAL SETTLEMENTS
 IS EXCELLENT TRAINING
 FOR YOUR SOLDIERS,
 RAISING COHORT MORALE.



You should make a point of fighting two small battles with each new cohort to ensure that every cohort has a morale level of Excellent. It's truly important! Only troops with Excellent starting morale have a chance of defeating a stronger army.

The moment the battle starts, the morale among the troops will fluctuate according to the way things are going for their side. If a unit's morale drops to zero, the soldiers in that unit will panic and start running. If an army's morale drops to zero, it loses the battle.

Every battle you fight involves losses, and the losses you suffer play an important role. Morale drops in proportion to the number of soldiers killed. Be careful when fighting a battle against a much weaker enemy! The enemy soldiers may turn out to be tougher than you thought, and they can inflict such losses on your cohort that your men will run.

Once a battle starts, another factor that seriously affects morale is missile fire. If a unit is under a constant barrage from enemy slingers or archers, it will lose morale in *addition* to morale lost because of men killed by rocks and arrows. Remember that soldiers in a tortoise formation receive half the missile hits! If you decide to attack bowmen with your light infantrymen and don't form them into a tortoise, they may turn and run before they have even reached the enemy.



It is important to remember that although negative developments on the battlefield always mean a loss of morale, there also are *positive* developments. If one of your units manages to rout an enemy unit, its morale will rise dramatically. What's more, all of your soldiers will be buoyed by this development. Again, the same rules apply to your enemy.

THE BODY COUNT

The losses that any unit inflicts, or that any unit suffers, depend on the types of troops involved and on who attacks whom. When you look closely at a battle in progress, you'll see your soldiers strike their opponents, then raise their shields as the enemy soldiers attack in turn. Each fighting figure on the battle screen represents a certain number of soldiers who take turns attacking, then defending themselves. While attacking, they inflict losses calculated on the basis of their attack strength and their opponent's defense strength. When defending themselves, they suffer losses calculated in a similar manner—it's your legionnaire's defense strength against the Barbarian soldier's attack strength. The defense and attack strengths for all types of troops are given in the Appendix.

MORE ON MORALE

When evaluating possible morale losses, another thing you should remember is that troops of various types react differently. The professional soldiers that form your heavy infantry units are least prone to panic. Light infantry is slightly more prone to panic, especially if things are turning seriously bad, and slingers are the worst of the lot.

Similarly, there are differences between your opponents. None of the enemy troops you encounter will be as resistant to panic as your heavy infantry. However, your light infantry's resistance to panic is usually weaker than that of your enemies.

Barbarian heavy infantry and Horsearchers are only slightly less reliable than your professional soldiers. Barbarian light infantry is generally a thin cut above yours, or on par. The easiest enemy troops to scare are the bowmen—they'll run even quicker than your panicky slingers. When fighting in Europe, you'll encounter Barbarian Axemen; their bravery is comparable to that of your light infantry.

It follows that to win battles, you must always try to inflict the heaviest losses possible on any single enemy unit. Concentrate your attacks on



one enemy formation rather than charging three at the same time. If the enemy soldiers rout, it will help you greatly in dealing with the remaining enemy troops.

For specific information on various types of Barbarian troops, refer to the last part of this chapter.

**TIP**

If you own version 1.0 or 1.0A of Caesar II, you're lucky. When your troops panic and start running, you can still salvage the situation. Select the panicking unit and order it into a specific formation—do not choose Pursuit. Usually, the tortoise works best. This feature is absent in later versions.

LEADING YOUR MEN TO VICTORY

If you choose to fight your battles yourself, you must be aware that the same tactics will not work the same way in every situation. You will have to use the information in this book as well as your own talent to develop your own set of tactics against a specific opponent. Specific tactics differ with enemy army types; don't make any combat decisions until you know who you are fighting!

However, there is a general set of tactics that will typically see you to victory in very many situations.

At the start of the battle, arrange your units in the following manner: heavy infantry in a line in the center, light infantry on the wings. Place your slingers right behind your heavy infantry—their missile fire can reinforce any sector of your center line.

The placing of your Auxiliaries depends on what they are. Since you want to lose as few of them as possible (you do want to lose two or three so that you have the rest of the unit for free), you'll usually relegate them to a supporting role—unless, of course, the Auxiliaries outnumber the rest of the soldiers in your cohort, in which case there is something seriously wrong with your military planning.

The one exception here is the Armenian Horsearchers. Their unique fighting qualities—speed, ability to deliver devastating charges, missile fire—make them very important players on the battlefield. You will probably want to place them on your extreme wing. From there, they can swoop down on the enemy or easily move into a good position for accurate archery.

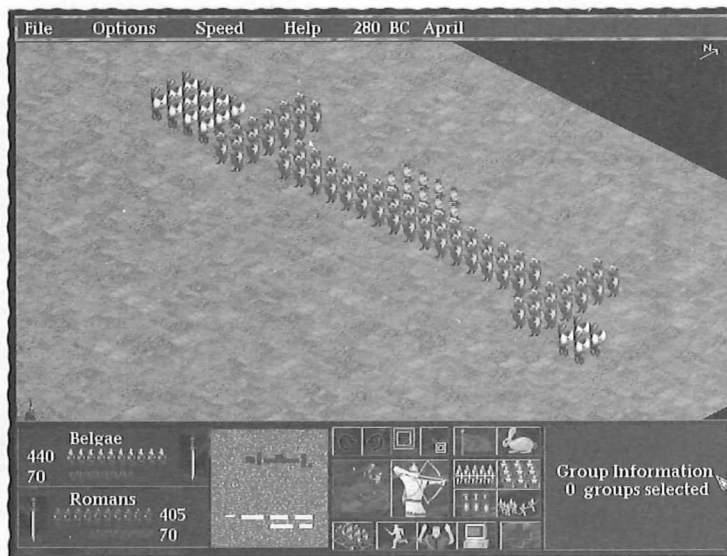


FIGURE 7-7
PLACE YOUR HEAVY
INFANTRY IN THE CENTER,
AND THE LIGHT INFANTRY
ON THE WINGS.

Do not start marching towards the enemy. Let the enemy come to you. You'll find that many Barbarians are so undisciplined and badly trained, they can't move forward without losing formation. In many instances, the advancing enemy troops quickly degenerate into a shapeless mass, with soldiers of different types mixed together. Your cohort will find such opponents very easy meat.

While the enemy troops are advancing, order your slingers (and other missile troops if you have them) to take aim and open fire. Waiting for the enemy to attack gives you an added advantage: You see where the pressure points will be, and can direct your missile fire accordingly.

When the slingers start firing, it's time to get moving with your light infantry and other troops you have on your wings. Order the wing formations to move forward, keeping well away from the Barbarians advancing down the center of the battlefield. You do not want your troops to get involved in combat on the way to their positions.

**FIGURE 7-8**

SETTING THE TRAP:
AS THE ENEMY MARCHES
FORWARD, TARGET YOUR
SLINGERS AND START MOVING
YOUR WINGS FORWARD.

While your wings move forward, the Barbarians continue to advance. When they are within one or two map squares of your center, order your heavy infantry to charge. Do not do this earlier! The slingers supporting the heavies are deadly at short range only, and won't be much help if the combat takes place six or seven battlefield squares away.

Your light infantry should now be on both sides of the enemy infantry that is attacking your positions. If the enemy also has numerous missile troops that are causing damage, consider attacking them with the light infantry—missile troops, as a rule, don't stand a chance in hand-to-hand combat. The other option is to attack the enemy infantry from both flanks, which leads to its quick destruction.

Finally, when the battle is clearly turning in your favor, order your soldiers to break formation and pursue the foe. Never order any of your units to break formation unless you know how the battle is going. Your soldiers are much more vulnerable if it's every man for himself! This tactic only pays off if breaking formation allows two or more of your soldiers to attack one enemy.



FIGURE 7-9
THEY'RE RUNNING!
A WELL-SYNCHRONIZED
ATTACK FROM THREE SIDES
ON THE ADVANCING ENEMY
OFTEN WINS YOU THE
BATTLE IN RECORD TIME.



AFTER THE BATTLE

Following victory, you should immediately return the cohort to its fort. You'll find it gets there quicker if you take the trouble to plot its route along the roads you've built. Unfortunately, ordering cohorts about on the Province level is slightly tricky. You may have to order a cohort to rest when it reaches the fort; otherwise, it will start patrolling.

The patrolling option, of course, can also be invoked deliberately, as described in the manual. On the whole, it has little to recommend it. You should go to the site of every single Barbarian attack the moment you are notified about it. Then you can choose which cohort to move out of its fort, and when it should be moved. Furthermore, when you keep your cohorts in their forts, you can demobilize any of them at a moment's notice, and so have much greater flexibility in redirecting reinforcements for your legion.



THE ENEMY

The armed threat to your province can take four forms. The earliest, and least dangerous, is the local uprising described earlier in this chapter. Treat it as a warning bell. It's time to start building up your Prima Cohors to a serious size.

The second type of threat is the Barbarian raid. Raiders either target a provincial industry, or march towards your capital, destroying any industries that might be on the way. Barbarian raiding parties aren't very difficult to defeat. The two exceptions are Numidian pirates and Parthian army regulars on a destruction spree. These two demand careful handling.

The third type of Barbarian armed threat that you'll have to contend with is Barbarian invasions. As a rule, Barbarian invasion armies are exactly twice as big as raiding parties. If the Dalmatians that raided your coast numbered 240, you'll get 480 of them in an invasion.

Finally, there is a fourth type of armed incursion that is limited to certain provinces. This is an Empire attack or regular war, announced as an enemy invasion. Only four types of armies can launch attacks on the Empire: Carthaginians, Greeks, Egyptians, and Parthians. You'll find more details on the types of enemy armies in *Caesar II* in the following section.

TYPES OF ENEMY ARMIES

This section describes briefly each of the armies you'll encounter on the battlefield while spreading the glories of the Roman Empire. Use the information contained to plan your battle tactics.

Each entry follows the same format. First, you are given the army type, and its home province or provinces. If you happen to share a border with the home province of a given army, you probably will have to face that army on the battlefield. The same principle applies when the home province of an army type is across the sea from your province. For instance, when ruling Lycia and Pamphylia (southeastern Turkey), you will have to face Egyptian armies arriving by ship from the south. When ruling Campania, expect Dalmatians to land on the eastern shore, Sicilians on the tip of the Italian boot, and so on.



The next entry describes the troop types a given army can have. The Army Profile below tells you what the proportions are of those troops to each other. For instance, a Carthaginian army will typically have five war elephants for every 80 light infantrymen, so 240 infantry will be accompanied by 15 war elephants.

Finally, the information that follows the description of each army type gives you all the important points about that army. Try to remember them—they are pretty useful!

ARMY TYPE: CARTHAGINIANS

Tribe:	Carthaginians
Home Province:	Carthage
Troop Types:	War Elephants, Light Infantry—Spearsmen.
Army Profile:	5/80

The main thing about Carthaginians is that they are a regular army. Therefore, when you confront them on the battlefield, you may have a nasty shock when you see how numerous they are. You can get a taste of things to come by glancing at the Quick Reference Card that comes with your *Caesar II* game. The reference for battle screen controls uses Carthaginians as an example.

Carthaginian troops attack in good order, the light infantry attacking before the war elephants. Carthaginian light infantry looks great in its white tunics and golden helmets, but they are no match for your legionnaires, especially since each of your cohorts will have at least some heavy infantry. The war elephants pose the greatest danger. The only units that can deal with them effectively are missile troops such as slingers.

If you decide to command your army in a battle against Carthaginians, make sure you have a strong unit of slingers. Arrange your infantry in the manner described earlier in this chapter. If you have two units of slingers, you could consider placing one unit on your wing with an appropriate infantry screen, and move it in within range of the nearest war elephant when the battle begins.

Carthaginian light infantry will try to outflank you. Let it. In any case, your guys will cut it to pieces. Target the elephants with your slingers and keep those rocks flying!



FIGURE 7-10
THE CARTHAGINIAN ARMY
STANDS OUT WITH ITS
WAR ELEPHANTS.

ARMY TYPE: GREEKS

Tribe:	Greeks
Home Province:	Achaea
Troop Types:	Heavy Infantry—Pikemen; Light Infantry— Pikemen; Missile Troops—Slings.
Army Profile:	50/30/20

Greeks are a dangerous opponent. Like the Carthaginians, they form a regular army. They can be particularly dangerous in the very early stages of the game when you rule Campania, since you could be short of finances at that time and unable to raise an army that will fight the Greeks on equal terms.

Greek pikemen are tough, particularly the *hoplites*—heavy infantry famous from history books. The Greek army is capable of maneuvers such as joining attacking infantry units into a single advancing line. However, it has a couple of weak points. First, the light infantry is likely to start the attack before the hoplites, which results in some confusion. Very often, the advancing heavy infantry will halt just a few battlefield squares



FIGURE 7-11
GREEK AND MEDITERRANEAN
ARMIES ARE DIFFICULT
OPPONENTS. WATCH OUT
FOR THE SELEUCIDS!

in front of your lines and wait for the light infantry to reassemble. Your slingers are bound to extract some casualties then, and if you feel confident, it's also a good moment to charge with *your* heavy infantry.

Greeks are hard to defeat if their numbers are superior to yours. Your only hope lies in tying down the hoplites long enough to rout the light infantry and possibly the slingers. This should result in a drop of the Greek morale that is sufficient to win the battle.

ARMY TYPE: EGYPTIANS

Tribe:	Egyptians
Home Province:	Aegyptus
Troop Types:	Heavy Infantry—Spearsmen; Light Infantry—Swordsmen; Missile Troops—Bowmen.
Army Profile:	50/20/30

**FIGURE 7-12**

THE EGYPTIAN ARMY IS COMPOSED OF REGULARS AND NUMBERS MANY MEN, BUT IS SURPRISINGLY EASY TO DEFEAT.

The Egyptian army sports a look common to most armies on the southern shores of the Mediterranean Sea (with the exception of Carthaginians). The difference is that the Egyptians form regular armies. Regular means big and fairly disciplined, so stay on guard.

Egyptian troops like to attempt a flanking maneuver during which the attacking units will attempt to form a column. Egyptian bowmen also tend to target your wing, hoping to weaken it enough for the approaching attack. However, the Egyptians are mediocre fighters, and won't succeed in turning your wing unless you are seriously outnumbered.

The standard battle tactics described earlier in this chapter work well against the Egyptians. If you have enough men, use heavy infantry or Auxiliaries to form columns on your extreme wing. You can use them to charge the Egyptians while they are trying to complete their flanking maneuver.

The Egyptians always have many bowmen. Try to keep your men out of range of their arrows for as long as you can. Do not attack Egyptian bowmen until all or most of their supporting infantry is tied down, and make sure your attacking units are both numerous and in a tortoise formation. Otherwise, they may suffer crippling losses that could just lose you the battle.



ARMY TYPE: PARTHIANS

Tribes:	Galatians, Armenians, Parthians
Home Provinces:	Cappadocia, Armenia, Mesopotamia
Troop Types:	Cavalry/Missile Troops—Horsearchers; Light Infantry—Swordsmen.
Army Profile:	60/20

The Parthians are the fourth and most lethal of regular armies. Their army includes the formidable Horsearchers. Do not take them on unless you have numerical superiority, and lots of heavy infantry in your cohort!

The Parthians tend to attack with their light infantry first. Their swordsmen, clad in silver mail, are fairly dangerous, and will try to turn your wing. In the meantime, the Horsearchers will advance within range and commence firing at your troops.

Grit your teeth and deal with the light infantry first. Don't be afraid to turn your entire wing on them; the Horsearchers rarely go hand-to-hand in support. Try to cut down as many Parthian swordsmen as possible because they occasionally reform after panicking and counterattack. By then, you will be fighting it out at close quarters with the Horsearchers, who are a very dangerous foe.



FIGURE 7-13

THE PARTHIANS ARE
THE MOST DANGEROUS
OF ALL REGULAR ARMIES.



Try to engage the Horsearchers from the front with a couple of units in tortoise. When the Horsearchers engage hand-to-hand, attack them from the side with heavy infantry. Often, it pays to order your men to break formation after they make contact. They will most likely outnumber the Horsearchers in the unit they are attacking, and this will give them an advantage. However, be warned: Horsearcher units that are not engaged in hand-to-hand will charge your soldiers. It's good to engage all Horsearcher units with your own men before throwing in the flanking attack and ordering your men to pursue.

Unless you know what you are doing, choose the computer to fight the Parthians for you. A blunder can easily result in the defeat of your cohort by a numerically weaker enemy!

ARMY TYPE: NORTH AFRICAN

Tribes:	Mauri, Blemmyes
Home Provinces:	Mauretania, Cyrenaica, Africa Proconsularis Mauri Raiders—Ivory Trade Routes
Troop Types:	Heavy Infantry—Spearmen; Light Infantry—Swordsmen; Missile Troops—Bowmen.
Army Profile:	40/20/20

The North African army type is modeled after the Egyptians. However, you are no longer dealing with regular troops—these are ill-disciplined Barbarians.

The only real danger posed by a North African army is its large numbers of heavy infantry. If a North African army succeeds in breaking your center or your wing, you'll be in trouble. Fortunately, it will rarely succeed because the North Africans are mediocre fighters. They also have weak missile troops that can be easily routed if you manage to break out on their flank. The advancing North African infantry often gets mixed up in its attempts to outflank your forces, and only part of its soldiers will reach your lines in formation.

Keep your soldiers in formation until the last moments of the battle—unless, of course, you outnumber the enemy significantly. The moment the enemy bowmen start to run, turn the unit(s) that routed them onto the backs of enemy infantry. This is when you can order your soldiers to



FIGURE 7-14
THE PHOENICIAN ARMY
SHARES MANY FEATURES WITH
THE TURKS AND THE
NORTH AFRICANS. IT IS
ONE OF THE EASIER OPPONENTS
YOU'LL ENCOUNTER.



break formation and move out in pursuit. Chances are that once the bowmen break, almost immediately the rest of the North Africans will as well.

ARMY TYPE: PHOENICIAN

Tribes:	Judians, Phoenicians, Cypriots
Home Provinces:	Judaea, Syria, Cyprus
Troop Types:	Light Infantry—Swordsmen; Missile Troops—Bowmen.
Army Profile:	50/40

The Phoenician army has the North African look—blue tunics, and elegant golden helmets with black plumes for the light infantry. Phoenicians are fairly poor fighters and do not present a great problem. You are likely to encounter them when governing a province in the southeastern part of the Empire.

The Phoenician army tends to be weaker numerically than most Barbarian armies. The light infantry, although numerous, is fairly easy to deal with, especially if you counterattack with your professional soldiers. The only danger lies in trying a premature attack on the Phoenician



bowmen. Make sure you have enough men to charge the bowmen—there are going to be lots of arrows flying in their direction!

Try to cut down as much light infantry as possible before moving all out. The resulting drop in enemy morale makes victory easy.

ARMY TYPE: MEDITERRANEAN

Tribes:	Lucanians, Macedonians, Cretans, Seleucids, Thracians
Home Provinces:	Campania, Macedonia, Creta, Caria, Thracia
Troop Types:	Heavy Infantry–Pikemen; Light Infantry–Pikemen; Missile Troops–Slingers.
Army Profile:	30/40/20

The Mediterranean army is one of the types most commonly encountered in *Caesar II*. Its soldiers are identical to the Greek army, but that doesn't mean you'll be bored to see them—the hoplites' big round shields are real works of art!

Although not a regular army like the Greeks (and hence, not as organized), Barbarians who form armies of the Mediterranean type are always dangerous. You'll fight them again and again, too, since this army type reigns supreme over much of the eastern Mediterranean. The Seleucids from Caria are particularly dangerous. They arrive by ship, often land in the proximity of their target, and are hard to fight.

Remember that the infantry of this army type consists exclusively of pikemen, who are very strong in defense. Tie them down with your light infantry, which stands up well to pikemen when in a tortoise, and attack with your heavy infantry on the flank. Often, the enemy slingers stay too far away from your troops to be a real danger; in any case, their numbers are relatively small.

You should tailor your tactics to your numbers. If your forces are weaker than the enemy's, consider arranging almost all of your troops in a tortoise. Use them to tie down the pikemen, then send the remaining infantry in a *column* against the slingers. Your men should be victorious, cutting a hefty slice off the enemy's morale.

If the above is impossible, fight a defensive battle until the enemy infantry is close to exhaustion. The Mediterranean army does not at-



tempt to outflank you, so use your light infantry to secure the wings and help the heavies out by moving light units forward and towards the center. This forms a bracket around the front of attacking enemy troops, which greatly increases their losses.

ARMY TYPE: TURKISH

Tribes:	Cilicians, Bithynians
Home Provinces:	Lycia Et Pamphylia, Bithynia Et Pontus
Troop Types:	Heavy Infantry–Spearsmen; Light Infantry–Spearsmen; Missile Troops–Bowmen.
Army Profile:	30/30/20

The Turks are only encountered in the neighborhood of Asia Minor, so you won't run into them very often. They can be dangerous if they outnumber you, and if they are allowed to advance unhindered. Although light units lose formation, Turkish troops spread out upon making contact, which doesn't allow you to make flanking attacks with your off-center centuries of heavy infantry.

The best way to deal with Turks is to make flanking attacks with columns of light infantry. Although most of your conscripts will probably perish, the heavies will simply be left with a big mop-up job. Remember to move your slingers in step with the heavies.

Turkish bowmen start shooting at maximum range, and therefore aren't very effective in the crucial first moments of pitched battle. They'll often run right after you've dealt with the spearsmen. Note that Turkish light infantry has spears, not swords as described in the game.

ARMY TYPE: SLAVIC

Tribes:	Dalmatians, Scordiscans
Home Provinces:	Illyricum, Dacia
Troop Types:	Heavy Infantry–Swordsmen; Light Infantry–Spearsmen; Missile Troops–Bowmen.
Army Profile:	20/40/20

**FIGURE 7-15**

THIS SLAVIC ARMY IS
HEADED FOR PUNISHMENT:
EUROPEAN BARBARIANS
ALMOST ALWAYS
LOSE FORMATION
WHEN ADVANCING.

The Slavic army is one of the easiest opponents you can encounter in *Caesar II*. Its barefooted, bareheaded soldiers are no match for your legion, and victories over numerically superior Slavic armies are relatively easy.

The Slav soldiers seem aware of their inferiority. They take some time to attack, and when they do, their advance quickly disintegrates into chaos. A unit or two may escape the confusion and reach your lines in formation, but most of the enemy troops will be scattered and confused by the time they meet yours.

Often, the thrust of the enemy attack will be directed at your slingers, and since there will be a screen of heavy infantry in front of them, the attackers are likely to suffer heavy losses. Your slingers will have lots of opportunities to fire at point-blank range!

Close one of your wings in on the attacking Slavs, and send out the other to attack the relatively weak bowmen. If you're outnumbered, stay put and fight in a tight formation, aggressively using your heavy infantry. Overall, battles with Slav armies are excellent training before attempting to defeat tougher opponents.

**ARMY TYPE: LATIN**

Tribe:	Etruscans, Corsicans
Home Provinces:	Cisalpine Gaul, Sardinia Et Corsica
Troop Types:	Heavy Infantry—Swordsmen; Light Infantry—Spearsmen; Missile Troops—Bowmen.
Army Profile:	10/40/20

You won't encounter many Latin soldiers in this game. Apart from feeble local uprisings in Cisalpine Gaul and Corsica, and the occasional weak raid on the northern coast of Sardinia, you won't see Latin-style armies at all. Their appearance is the same as several other Barbarian armies, so that doesn't mean much.

Since Latin armies tend to be very weak, encounters with them are an excellent opportunity to experiment with your own battle tactics and get the feel of the battle screen. The small size of the enemy army lets you perfect the timing of your wing attacks on enemy flanks and bowmen.

ARMY TYPE: IBERIAN

Tribe:	Celtiberians, Sicilians
Home Province:	Hispania Tarraconensis, Baetica, Lusitania, Sicilia
Troop Types:	Heavy Infantry—Swordsmen; Light Infantry—Spearsmen; Missile Troops—Bowmen.
Army Profile:	20/40/30

Celtiberian armies are fairly common. If you choose Campania as your starting province, you'll encounter them very early on—and you needn't be afraid of that since the Celtiberians are mediocre fighters. While better than the Slavs, they tend to be woefully underarmed. The small number of Celtiberian heavy infantry allows you to move your professional soldiers against lighter enemy troops. Victories over Celtiberian armies superior in numbers are relatively easy, and no special tactics are needed. This is just as well, since once the Celtiberians make an appearance, they tend to reappear with alarming frequency and in ever-increasing num-



bers. They will try to outflank your cohort, but often get hopelessly confused while doing so. An attack with a couple of columns of heavy infantry while they are milling around can often settle the battle before it really starts. All you need to do is follow up.

The only instance when things get uncomfortable is if you let the Celtiberians surround your flank. They will then go after the slingers, and once your heavies lose the support of missile troops, they could start to falter. You can insure yourself against that eventuality by deploying a century of infantry behind your slingers and sending it out to intercept any intruders.

Celtiberian bowmen are real macho guys with their golden helmets and naked torsos. They use short axes in hand-to-hand combat instead of the more common knives, but are just as easy to panic.

ARMY TYPE: GAULISH

Tribe:	Gauls
Home Provinces:	Gallia Narbonensis, Gallia Lugudunensis, Aquitania
Troop Types:	Heavy Infantry–Swordsmen; Light Infantry–Spearsmen; Missile Troops–Bowmen.
Army Profile:	40/40/30

The Gaulish army is a frequently encountered opponent in the opening stages of the game. Its soldiers are brave men, but they die easily.

The Gaulish army will attack almost immediately, and you can count on part of its units losing formation. The other part of its units won't lose formation, however, and will reach your lines. While the Gauls are a cut above the Slavs, they aren't especially tough, and provided the numerical odds aren't very bad, you should win every battle.

Gaulish troops will try to outflank yours, but in common with other ill-disciplined Barbarians, they often get hopelessly confused while doing so. However, they contain a large proportion of heavy infantry, so hold off attacking until they are very close to your own heavies. As long as you keep your wings secure, you should not have any real problems.

Gaulish bowmen tend to be numerous, so exercise care when targeting them for an attack. Sometimes both of your wings will be under

**FIGURE 7-16**

OCCASIONALLY, THE GAULS PROVE TO BE A WORTHWHILE OPPONENT. STILL, THEY HAVE ONE OF THE WEAKER EUROPEAN ARMIES.

attack, and you won't be able to get at the missile troops until after the infantry starts running from your men. This could present a danger if the bowmen are relatively close to your lines. Consider pulling your troops back a few squares right at the start of the battle; the further the enemy has to march, the bigger the confusion.

ARMY TYPE: GERMANIC

Tribes:	Pannoniae, Chatti, Frisians
Home Provinces:	Pannonia, Germania Superior, Germania Inferior
Troop Types:	Heavy Infantry—Swordsmen; Light Infantry—Spearsmen; Missile Troops—Axemen.
Army Profile:	30/40/30

Germanic troops are among the most common in *Caesar II*. You'll encounter them in several European provinces. If you choose Cisalpine Gaul, you'll encounter Germanic troops as soon as your first province.

Germanic troops are comparable with the Gauls as far as discipline goes. However, they are much more dangerous than the Gauls or



Celtiberians when charging, or attacking your lines from a march. The Germanic missile troops—the Axemen—are lethal if allowed to charge undisturbed. This necessitates tactics slightly different from those used when fighting Gaulish, Celtiberian, or Slav troops.

When setting up your cohort at the start of the battle, include a couple of columns on each of your wings. If you absolutely can't spare a single century of heavy infantry for that purpose, use light infantry.

Move out one column to intercept the enemy when they try to outflank you, and hit the advancing enemy center with the other column just as they are marching the final few squares to your center. If you let the Axemen reach your heavy infantry, you'll see axes glinting in the air as they are thrown—and whole sections of the first row of infantry will be wiped out in an instant. This can lead to a catastrophic drop in morale!

If you're hopelessly outnumbered, group all your soldiers into a tortoise, and move the whole cohort off-center. The advancing enemy will have even more trouble than usual. Then, you'll just have to grit your teeth and wait to see who starts running first. Remember that, if you have version 1.0 or 1.0A of the game, you can order panicked troops back into combat by telling them to assume formation!



FIGURE 7-17

WATCH OUT FOR THOSE AXEMEN! LETTING GERMANIC MISSILE TROOPS CHARGE INTO YOUR LINES CAN LOSE YOU THE BATTLE.



Your tactics will be slightly different if you have Armenian Horse-archers as your Auxiliaries. Move them as far forward as you can right at the start, and order them to begin shooting. When the enemy draws near, pull them back and repeat this maneuver from your far wings. Finally, charge the enemy from the flank just before the line of your infantry.

ARMY TYPE: BRITISH

Tribe:	Britons
Home Province:	Britannia
Troop Types:	Heavy Infantry—Swordsmen; Light Infantry—Swordsmen; Missile Troops—Bowmen.
Army Profile:	20/30/40

You'll first encounter Britons when you reach the shores of the English Channel—which could be right after your first promotion if you choose Cisalpine Gaul first, and Belgica to follow.

The Briton army is among the most dangerous in the game. It has a well-balanced mix of heavy and light infantry and bowmen. Britons will attempt to outflank you, and they'll form a column while doing so. They are good tacticians, and are well organized—panicked units will reform and return to battle.

The weakest spot of the Britons is the traditional Barbarian inability to advance in an intelligent manner. Their troops quickly get confused, which is very good since you need time to fight off flanking Britons and to execute a flanking movement of your own. You need to do that because Britons can be lethal if allowed to charge into your lines.

British bowmen are very dangerous because of their large numbers. You would do well to avoid attacking them until you've broken the back of the British attack.



ARMY TYPE: PICT

Tribe:	Picts
Home Provinces:	Caledonia, Hibernia
Troop Types:	Heavy Infantry–Swordsmen; Missile Troops–Bowmen.
Army Profile:	50/50

The Picts are among the most dangerous warriors you'll encounter. They are certainly the fiercest. If you let Pict heavy infantry charge your lines, you may well forfeit the battle right there and then. Pict armies are composed exclusively of heavy infantrymen and bowmen, and you'll have your hands full when dealing with them.

In addition to the devastation they wreak upon charging into your lines, Picts are also accomplished tacticians. They will attempt to get round your wing and get at your slingers, and are able to reform after being scattered and return to battle. Your main advantage lies in the fact that, like many other Barbarian armies, Picts can't march in formation. Their units break up well before they reach yours. This process is speeded up by the fact that the bowmen tend to start marching first, right into the swordsmen.

Use light infantry in tortoise formation to break up the Pict charge, then deliver the short punch with your heavy infantry as the Picts reach your lines. Make sure that your slingers have a century of infantry to protect them if need be. If you're fighting Picts in Britain, hire Mauri Bowmen to thin out enemy ranks before they get to yours.

Don't even think of going after Pict bowmen until after their heavies have been dealt with. Of course, if you have absolute numerical superiority, you can experiment.

**ARMY TYPE: ALAMANNI**

Tribe:	Alamanni
Home Province:	Noricum Exterior
Troop Types:	Heavy Infantry—Swordsmen; Light Infantry—Spearsmen; Missile Troops—Axemen.
Army Profile:	40/30/30

The Alamanni are a rather mysterious tribe straddling Germanic and Slavic territories. You could meet them as early as the second stage of your career if you choose Pannonia.

The Alamanni are slightly more dangerous than their neighbors, however. They can march in step, although their units still disintegrate before they reach your lines. This makes deep flanking attacks risky, and flanking attacks of some sort are recommended because the Alamanni missile troops are composed of Axemen who traditionally wreak havoc if allowed to charge into your lines.

Fortunately, once you've taken a hard stand and slain a few attacking Alamanni, the rest of them tend to quickly lose morale. The solution is to deliver a short flank attack with infantry formed in a line instead of a column.

Do not order your soldiers to break formation until you are sure of victory.

ARMY TYPE: ARABS

Tribes:	Arabs Raiders—Spice Trade Routes
Troop Types:	Heavy Infantry—Spearsmen; Light Infantry—Spearsmen; Missile Troops—Bowmen.
Army Profile:	20/30/50

**FIGURE 7-18**

THE ARAB ARMY ALWAYS HAS HUGE NUMBERS OF BOWMEN. HOWEVER, CANNY LEADERSHIP CAN ELIMINATE MOST OF THE THREAT THEY POSE.

The Arabs do not inhabit any specific province. They should appear from whatever direction you receive cargoes of spice, but actually, you'll find them coming from silk trade routes all over the Mediterranean. This is caused by the substitution of silk for spice in many provinces.

The Arab army looks exactly like the Turks, but is far more dangerous. The danger lies in the incredible numbers of bowmen the Arab army brings along—and Arab armies often number 800 men! Four hundred bowmen are a force to be reckoned with.

You have no hope of tackling the bowmen without suffering heavy losses. Your only chance lies in dealing with the Arab infantry in a swift and brutal manner. Quite often, the bowmen will start to march forward as if to reinforce their comrades. This means they will stop shooting, which is a very bad move on their part because Arab infantry does not have a chance when deprived of the protection of the bowmen. What follows is a massacre.

Arabs aren't good at advancing in formation, which makes their rather sparse spearmen all the more vulnerable. Don't attack too early; keep your soldiers back, out of the reach of those arrows. Make sure your wings are strong—Arabs like to worm around your flank and go after your slingers. Fortunately, they will also attempt to get at the slingers from the front, and this is when you can inflict some heavy losses.



ARMY TYPE: NUMIDIANS

Tribes:	Numidians Pirates–Local Waters
Troop Types:	Heavy Infantry–Spearsmen; Light Infantry–Swordsmen.
Army Profile:	40/20

The Numidians are the pirates of *Caesar II*. They appear from the sea marked as Local Waters on your Provincial display.

Although they do not have missile troops and are generally not very numerous, the Numidians are very dangerous fighters. The large proportion of heavy infantry in Numidian armies gives them the ability to mete out heavy punishment to your troops. Don't choose to fight them in person unless you have absolute numerical superiority and at least some knowledge of fighting battles. The Numidians don't panic easily, and you will suffer casualties before you defeat them. If these casualties get out of control, you might even lose the fight.

You could encounter Numidians as early as your second province if you choose Gallia Narbonensis. They target industries and are a foe to be reckoned with, so be on your guard.

ARMY TYPE: VANDALS

Tribe:	Vandals
Home Province:	Pannonia Exterior
Troop Types:	Cavalry/Missile Troops–Horsearchers; Heavy Infantry–Swordsmen.
Army Profile:	40/30

The Vandals are a Barbarian tribe with an army modeled on Eastern lines. Horsearchers are a feature, and these are always to be feared. Additionally, the Vandals have heavy instead of light infantry like the Parthian army, and quite a lot of it.

The swordsmen usually attack first, but fall apart when charged by your heavy infantry. They can fall back and reform, however, so watch out for counterattacks! After breaking the infantry charge, go after the

**FIGURE 7-19**

THE HUNS, THE VANDALS,
AND THE VISIGOTHS ALL
HAVE HORSEARCHERS,
MAKING THEM AS
DANGEROUS AS THE
PARTHIAN ARMY.

Horsearchers. As always, when tackling Horsearchers, attack with as many men as possible from as many sides as possible. The tortoise formation works best for both light and heavy infantry.

Occasionally, you will see Vandal armies passing through provinces such as Dacia, traveling under their dragonhead standard to pillage western lands. You will have to hurry to intercept them if you want a fight!

ARMY TYPE: VISIGOTHS

Tribe:	Visigoths
Home Provinces:	Dacia Exterior, Asia Exterior
Troop Types:	Cavalry/Missile Troops—Horsearchers; Light Infantry—Swordsmen.
Army Profile:	40/40

Visigoths are yet another Barbarian variation on the Parthian army model. They are expert fighters that are likely to cause you grief if you don't have numerical superiority. Luckily for you, you will encounter them only sporadically before your promotion to Caesar. Once crowned Emperor, you can choose from both of the Visigoth's home provinces. Be prepared for a lengthy campaign!



The Visigoths generally follow Parthian tactics when fighting. Their soldiers have the ability to reform and attack again—and they will. Target your slingers if given the chance. The orderly Visigoth advance is no different from that of a regular army's. Beware!

ARMY TYPE: HUNS

Tribes: Huns Raiders—Silk Trade Routes
Troop Types: Cavalry/Missile Troops—Horsearchers; Heavy Infantry—Swordsmen.
Army Profile: 30/30

Huns are as dangerous as Parthian army regulars, and possibly worse. Their swordsmen form heavy rather than light infantry units, and that makes a difference. The Huns are also quite good at tactics; Horsearchers advance in step with the foot soldiers, and charge with expert timing.

All in all, the Huns are a dangerous opponent. If you choose to lead your cohort in person, order most of your units into the tortoise. Keep a line and maybe a column to tackle the Hun swordsmen, and push all your other soldiers at the Horsearchers as soon as they start letting arrows loose. Try to surround the Hun cavalry from all sides, if possible. Even then, your legionnaires will suffer significant losses.

Keep in mind that Hun units can fall back, reform, and attack again.

ARMY TYPE: SAXON

Tribe: Saxons
Home Province: Germania Exterior
Troop Types: Heavy Infantry—Swordsmen; Light Infantry—Swordsmen; Missile Troops—Bowmen.
Army Profile: 30/40/20

**FIGURE 7-20**

YOU'LL BE GRATEFUL THAT
SAXONS ARE LIMITED
TO GERMANIA EXTERIOR.
THEY ARE AN ARMY
TO BE FEARED!

You'll meet the Saxons a few provinces into the game, and that's just as well because you're in for a nasty shock. The Saxons can march in formation, although their bowmen straggle a bit—but then, so do your slingers on occasion—and the Saxons are lethal if you let them charge your troops. Both heavy and light infantry fight very well. Treat them with care!

Make no mistake: Saxons are dangerous. They have all the advantages of a good Barbarian army with almost none of the disadvantages. They will also try to flank you if possible, but they won't hesitate to switch to frontal attack if you block the way. Build strong wings, and move them out even before the battle begins. Tie up the advancing Saxons with flank attacks, then send the heavies in.

Saxons have a relatively small number of bowmen—thank God for small mercies.

CHAPTER VIII



THE EMPIRE

This chapter is, more or less, your career guide. It briefly describes each of the provinces that eventually can become part of the Empire. Each description contains such information as strength and army type of local tribes, ease of economic development, useful geographical features, and the armed threat from without. In addition, it also provides you with the all-important Province Difficulty Rating. This rating determines how friendly, or rather how hostile, the local population is. The higher the difficulty level, the lower the population tax rate you can impose without risking trouble. In very general terms, and assuming you keep the conscription levels between 7 and 12 percent (depending on your housing values and unemployment), the optimum *sustainable* tax rate for various provincial difficulty levels is as follows:

- ⊗ Provincial Difficulty 1 to 4—5 percent population tax.
- ⊗ Provincial Difficulty 4 to 6—4 percent population tax.
- ⊗ Provincial Difficulty 7 to 10—3 percent population tax, with occasional tax breaks of 2 percent at Difficulty Levels 9 to 10.



FIGURE 8-1
YOU CANNOT BECOME
CAESAR WITHOUT COLONIZING
SOME DIFFICULT PROVINCES
ALONG THE WAY,
BUT THIS CHAPTER WILL
HELP YOU FIND THE
EASIEST ROUTE.



Optimum population tax means a tax that results in very fast growth, low unrest, and the possibility of emergency hikes in the conscription rate without exciting riots. You'll have to quickly develop a lot of industry in difficult provinces because of the industrial tax money, and you'll have to own a big bag of denarii to do that.

You cannot become Caesar without ruling some difficult provinces; however, they do not get above a Difficulty Level of 7. Provinces whose difficulty is rated at 8 or higher can be conquered only once you've become Caesar. These game provinces were never part of the historical Roman empire. If you manage to conquer any of them, you'll go one better than the Romans ever did!

The exact number of provinces you must conquer depends on the game difficulty level you have chosen. However, even when playing *Caesar II* on Easy setting, with only seven provinces to conquer, you'll still find the information contained in this book useful. It will help you in planning the quickest route to the throne in Rome.

Because the ratings required for promotion rise with each new province you govern, you might find it expedient to start with the easiest provinces you can choose, govern a slightly difficult province to get the taste of things, and then progress to the most difficult ones within reach.



Leave the slightly difficult provinces for the final stages of your career. It is easier to reach high ratings in Empire, Culture, and so on, in a province that's relatively friendly than in one that's outright hostile.



Do not delay your promotion by asking for a reprieve of ten or 25 years—ten years is much more than you really need to stock up on some denarii. Determine the time of your promotion by artificially keeping down the Prosperity rating, either through extensive investments in Culture (which often are forced on you) or through raising your salary sharply. This last method is particularly handy for cash-starved governors.

THE PROVINCES

The provinces are arranged in order of difficulty. Reading this section will dissolve some of the mystery in *Caesar II*, so think now whether you really want to read it. Since the eight most difficult provinces will be tackled only by die-hard *Caesar II* fans, the author does not wish to anger a large section of the gaming public by revealing *everything*. Anyway, the purpose of this section is to help you get to the throne, not to baby-sit an Emperor!

CAMPANIA

“Thanks to our recent campaigns, the people of this province have been ‘Romanized.’ They should be placid and welcoming.”

Province Difficulty Rating: 1

Auxiliaries: None

One Weak Tribe—Lucanians, Mediterranean Army Type

The people are indeed placid and welcoming, and the proximity of your capital to the border with Latium means you can get the economy going in no time at all. After the trading post, develop the industrial sites near the capital.

**FIGURE 8-2**

CAMPANIA IS ONE OF THE TWO EASIEST STARTING PROVINCES. THE PROXIMITY OF THE BORDER WITH LATIUM MAKES FOR EASY ECONOMIC DEVELOPMENT.

Do not bother to pacify the single weak tribe to the southeast (in the heel of the Italian boot). It's very far from the capital, and the absence of your cohort for such a long time is more dangerous than an uprising of less than 100 Barbarians.

The external armed threats to the province get quite dangerous with time. They include Dalmatians from the east, who land on the coast quite near some of your industries, and may try to capture a town located thereabouts. Occasionally, Sicilians will cross the Straits of Messina and march on your capital, and Greeks will land near the tribal settlement in the southeast. This last threat is the biggest; the Greek army is a formidable foe.

Fortunately, if Campania is your first province, you do not need a lot of time to get promoted. You should be ready for promotion by the time the Peace rating reaches the required level. Develop industry right away, and reset your salary so that you have a couple of thousand denarii when promotion time comes along.

CISALPINE GAUL

"This province is fairly quiet, but beware of the occasional incursions of Gauls to the north."

Province Difficulty Rating: 1



One Weak Tribe—Etruscans, Latin Army Type

Auxiliaries: None

The incursions from the north occasionally do take place, but it's Chatti, not the Gauls, that come marching from Germania Superior. The Gauls come through the narrow corridor between the mountains and the sea to the west, and they do so with increasing frequency; they might capture a provincial town in the area. If you build a short provincial wall there, however, the threat will be vastly diminished.

The third armed threat comes from the Dalmatians, who come from the east and might capture a town near the border. Fortunately, the Slav army type is easy to defeat.

The single weak tribe in your territory will send out a tiny army of rebels with some regularity. You shouldn't bother with pacifying the tribe—since it's so far away, your cohort will take a long time to get there and back. An unexpected appearance of the Gauls could cause you problems!

Cisalpine Gaul is more difficult than Campania in terms of economic development. The road to Rome is the only external trade option safe from the Barbarians, and it costs a lot. After you build the wall to the west, though, a port located on your southwestern coast can turn out to be very profitable. Forget about the trading posts on borders with Barbarian territory. You don't need them for the Empire rating, and they are hard to defend.

The promotion situation is similar to that in Campania. When the Peace requirements are met, you should move along with a couple of thousand denarii in your pocket. You don't need more than that to start up another fairly easy province.

SARDINIA ET CORSICA

"Your mission is to manage the small island of Sardinia to the west of Rome. One of the outlying villages has not been tamed, so rule with caution."

Province Difficulty Rating: 2

One Weak Tribe—Corsicans, Latin Army Type

Auxiliaries: None

Sardinia has, somewhat undeservedly, a higher difficulty rating than

**FIGURE 8-3**

DO NOT BE MISLED BY
SARDINIA'S DIFFICULTY RATING.
ALONG WITH CAMPANIA,
SARDINIA IS SO EASY IT'S
A RECOMMENDED STARTING
POINT FOR YOUR
IMPERIAL CAREER.

Campania. It's just as easy to develop, the only difference being that you will have to start with a port instead of a trading post. If a couple of ports are skillfully located, they could be bringing in four different cargoes!

The small size of Sardinia makes it very easy to manage. The single weak tribe poses no threat, and since it's so close, it's easy to pacify. A substantial part of Barbarian raids consists of raiders landing on Corsica to the north, which doesn't concern you.

It's easy to get promoted from Sardinia, and you shouldn't stick around too long because the armed threat to the province increases markedly with time. The Ivory Trade Route brings in Mauri raiders in addition to other more desirable arrivals, and Sicilians may try to attack in force from the southeast.

GALLIA NARBONENSIS

"This province contains a village of those rebellious Gauls; however, they should be fairly peaceable for their lot."

Province Difficulty Rating: 3

One Local Tribe—Gauls, Gaulish Army Type

Auxiliaries: None



Gallia Narbonensis has a difficulty rating of 3, and you will feel the difference. Nevertheless, it is an easy province to develop. The capital lies right next to the border with Cisalpine Gaul, which is Roman by the time you arrive in Gallia. A couple of good industrial sites are in close proximity as well, and the Local Waters provide a surprisingly steady supply of fish.

Unfortunately, the Local Waters also supply Numidian pirates, who land on the coast right next to your capital and port. They may well destroy one before they march on the other, so you have to be quick. Moving your single cohort up north to pacify the local tribe is definitely not worth the danger.

The longer you tarry in Gallia Narbonensis, the bigger the risk of a large-scale invasion of Celtiberians from the west. If things play out all right and old Pompous Maximus doesn't grab it first, you will be governing Gallia Narbonensis following your second or third promotion. All in all, it's not a difficult province to govern, and you should add another couple of thousand denarii to your savings during your term there.

SICILIA

"There is a slight Barbarian presence in this province, but it is a prime trading area with access to the spice routes."

Province Difficulty Rating: 3

One Local Tribe—Sicilians, Celtiberian Army Type

Auxiliaries: None

The *Caesar II* quote describes Sicilia as a place with access to the spice routes, but it's silk you're going to be getting. However, if you stick around long enough, Arab raiders and then invaders will appear with the silk.

Sicilia also provides an opportunity for an encounter with the Carthaginians and their war elephants. The Carthaginian army tends to be small, so treat Sicilia as a good training ground before moving on to North Africa—you'll learn how to fight the elephants here.

The single local tribe of Sicilians poses no threat at all, and the small size of the island makes it very easy to develop economically. The coast just southeast of your capital city provides an excellent location for a



port receiving two cargoes—silk and copper.

Overall, Sicilia is a fairly easy ride—at least until a big Arab army appears. By that time, however, you can afford a big army of your own.

Sicilia is the logical choice for players who have made an important strategic decision, and have decided to deal with North Africa before Europe. This involves colonizing a couple difficult provinces which then may be avoided in later career stages.

ILLYRICUM

“Mineral resources are not plentiful here, but the people recognize our right to rule more than most of these barbarous lands.”

Province Difficulty Rating: 4

One Weak, One Local Tribe—Dalmatians, Slavic Army Type

Auxiliaries: Gaul Swordsmen

Illyricum, in spite of its difficulty rating of 4, is available as your first province. It is not very difficult to rule, but it is definitely more difficult than either Campania or Cisalpine Gaul. It should definitely be at the tail end of your list of choices for your first province.

Illyricum works well as your third or fourth province, however (provided Pompous doesn't barge in before you). Industrial development isn't all that easy, but careful placement of a port on the coast south of your capital brings in lots of ships. Mineral resources are indeed plentiful, and on the whole, the province has good potential, although it may take a couple of thousand from your savings to get things moving.

Unfortunately, the armed threat is considerable. Early pacification of the weak tribe near the southern border is a priority; you can leave the local tribe till much later, or forego pacifying it at all. You can expect to be repeatedly invaded by the Macedonians. The Macedonians represent the Mediterranean army type, and are tough fighters! Consider building provincial walls across some of their approach routes.

The longer timespan necessary for your third or fourth promotion coincides nicely with the development of local industries. By the time you are leaving Illyricum for new challenges, your personal purse should pass the 3,000 denarii mark. From here on in, you will be taxed by the



Emperor—but since you’ve already got a few provinces under your belt, the Imperial tax will be somewhat lighter.

AQUITANIA

“The Gauls may have an important presence here, but they are more ‘civilized’ than most of their kind. Resources are plentiful here.”

Province Difficulty Rating: 4

One Weak, One Local Tribe—Gauls, Gaulish Army Type

Auxiliaries: Macedonian Pikemen

Aquitania is the Gaul equivalent of Illyricum. However, its geography prevents you from building provincial fortifications without going to great expense. Besides, raids by Numidian pirates are the most frequent threat. While the Gauls to the north and Celtiberians to the south are a dangerous presence, they generally start seriously bothering you only after a number of years.

Industrial development of the province is fairly easy. A port is your first best choice, followed by farms. On the whole, if you manage things well, you can expect a fairly pleasant governorship that will add a nice sum to your savings. Do not linger too long; simultaneous attacks by Celtiberians and Gauls could catch your cohort between a rock and a hard place. If you’re going to hang around, form a second cohort.

The Auxiliaries you get in Aquitania are among the most beautiful sights you’ll see on a battlefield. Here, the Greek-style pikeman receives a new color treatment, with truly eye-catching results.

PANNONIA

“The people here are strong, but are willing to join the Empire. Beware invasions from the north.”

Province Difficulty Rating: 4

One Weak, One Local, One Strong Tribe—Pannoniae, Germanic Army Type

Auxiliaries: Armenian Horsearchers



Pannonia is a dog, and you should do your best to avoid it. Industrial development is quite hard; your capital is located smack in the middle of the province, and external trade calls for very expensive road connections. While there are quite a few industrial sites, these will not be put to good use without external trade.

The armed threat to the provincial borders is much more serious than indicated by the difficulty rating. Scordiscans from Dacia and Alamanni from Noricum Exterior make regular raids. While Alamanni are more dangerous, Scordiscans are more pesky—they have two entry points, both of which are not far from valuable industry sites.

It is not impossible to find yourself dealing with three armies at once, and if you stay in Pannonia for any length of time, you'll find you need a second cohort. Provincial fortifications are possible along the northern border, but they get very expensive to the east. You should build up your cohort as quickly as possible and pacify the weak and local tribes before Barbarian raids begin in earnest. One way or another, you're certain to need the Armenian Horsearchers more than once!

All in all, this is an unpleasant governorship. Avoid Pannonia—it's painful.

THRACIA

"This culture seems ripe for assimilation into our Empire, but the threat of attack from the north looms over it."

Province Difficulty Rating: 4

One Weak, One Local, One Strong Tribe—Thracians, Mediterranean Army Type

Auxiliaries: Gaul Swordsmen

Thracia's description refers to the menace from the north, but the Scordiscans that come swarming over the border are easy meat for your cohort. Far worse are the Seleucids who land on the eastern coast, uncomfortably close to your capital.

The easterly location of your capital makes external trade a little difficult. True, you can get marble from Caria if you build a port, but that tends to be on the Seleucids' attack route. The strong tribe is also located to the east, making for a double threat from that direction. It



takes a cohort of well over 500 men to pacify it—Thracians can fight.

Occasionally, you'll spot a party of Vandals traversing the northern part of your province. If you pacify the tribe to the north of your capital, a Vandal army may well turn it into a nest of Thracians. However, these incursions don't pose any threat—you'd do better to watch the Seleucids!

Overall, Thracia is not an easy province to govern given its difficulty rating. Do not expect to get particularly rich here, either.

LYCIA ET PAMPHYLIA

"This province contains some villages that might cause trouble, but overall it seems fairly quiet."

Province Difficulty Rating: 4

Auxiliaries: Chatti Swordsmen

Lycia and Pamphylia offers one of the easiest rides in the middle-to-later stages of your career. Although its eastern border is menaced by the Parthian army with its Horsearchers, many raids peter out along the coastline. There are abundant opportunities for the development of industry, though you may have to spend a little on roads. If you choose Lycia and Pamphylia after Caria and Bithynia and Pontus have been conquered, you are assured of a pleasant governorship.

The only real cloud on the horizon is the Egyptian army, which lands on your coast at regular intervals and heads for the capital. However, the Egyptians are mediocre fighters, and shouldn't trouble you as much as their army size would suggest.

HISPANIA TARRACONENSIS

"This rich agricultural area is suitable for grapes and wheat, and its ports should be a prime source of fish for the Empire."

Province Difficulty Rating: 5

Two Weak Tribes—Iberian, Celtiberian Army Type

Auxiliaries: Egyptian Swordsmen

Hispania Tarraconensis provides a fairly pleasant governorship in the



middle stages of your career. Its geography is very helpful in protecting your province from armed incursions, and there are three potential industries located near your capital, which is near the northeastern corner of the province. These industries should include a port for servicing the Mauretanian trade route, which will provide you with the all-important external trade connection, and/or a trading post on the border with Gallia Narbonensis, which requires a road of medium length. However, you will need more Empire points at this stage to satisfy your rating requirements.

The mountain chains of Hispania are one of its greatest assets. They make it possible to build walls protecting your province from the Numidian pirates to the north and the Mauris to the south. The western border with Lusitania is less secure, and may need expensive fortifications. It's possible that ruling this province may force you to form a second cohort, especially if you linger.

Taking on Hispania late in your career necessitates building industries in faraway spots, and may involve you in a third cohort.

LUSITANIA

"Surveys report the soil here to be rich with ores and gems, and the seas a prime source of fish."

Province Difficulty Rating: 5

One Local, One Weak Tribe—Iberian, Celtiberian Army Type

Auxiliaries: Egyptian Swordsmen

Lusitania is yet another pleasant province to govern. The location of its capital near the eastern border makes external trade easy, and although your city is far inland, building a port on the coast is feasible. The abundance of local industrial sites makes Lusitania a coveted post where you really can boost your personal fortune.

The armed threats only intensify near the end of your term. For many years, they consist almost exclusively of raids by Numidian pirates and the occasional foray by raiding Iberians from the south or the east. However, your budget should allow you to maintain a large legion. While a second cohort is a necessity, its placement should depend on your strategy—you may want to protect your port, or the southern border.

**FIGURE 8-4**

LUSITANIA IS ONE OF THE BEST MID-CAREER CHOICES. ITS STRONG ECONOMY GIVES YOU AN EXCELLENT OPPORTUNITY TO REPLENISH YOUR PERSONAL COFFERS.

MACEDONIA

“This province is suited for cattle and wheat. Beware the Greeks to the south.”

Province Difficulty Rating: 5

One Local, One Strong Tribe—Macedonians, Mediterranean Army Type

Auxiliaries: Gaul Swordsmen

Macedonia is one of the tougher provinces to rule in the earlier to middle stages of your career (if you don't grab it by then, old Pompous will). The Greeks to the south aren't that much of a threat because the mountain chains running north to south will let you block them off with provincial walls. However, you will get plenty of action from the Dalmatians if Illyricum is still unconquered. Also, expect Seleucids to raid your eastern coast regularly. After a while, the frequency of all these threats can grow quite alarming.

Both the Seleucids and the Greeks fight well, as do the locals. Build up your cohort instantly and deal with the two tribes present—the strong tribe in particular revolts regularly. Build provincial fortifications to the south and possibly also from the north.

Best of all, avoid Macedonia. Let old Pompous take it; there are other and better fish to fry.

**FIGURE 8-5**

BELGICA CAN BE AVAILABLE AS A CAREER CHOICE RIGHT AFTER YOUR PROMOTION FROM CISALPINE GAUL, BUT YOU'D BE WISE TO LEAVE IT TILL LATER. IT'S NOT AN EASY PROVINCE!

BELGICA

"There is a significant Barbarian presence in these lands, but they seem more passive than most. The true threat must lie further north."

Province Difficulty Rating: 5

One Local, One Powerful Tribe—Belgae, Gaulish Army Type

Auxiliaries: Macedonian Pikemen

Belgica may become available as early as the Decurion stage if the first province you chose was Cisalpine Gaul. Don't choose Belgica at that time, though, for it's much too hard a province for a relatively fresh governor with little money in his pocket. You should wait till the middle to later stages of your career (if it's still available by then).

To start with, your capital is located not far from the northeastern corner of your province where Germania Inferior and Superior come together. This means incursions by Chatti and the Frisians. Right across the Channel lies Britannia, and you will see many raiding Britons disembarking on your coast—right next to a couple of valuable industrial sites. Finally, if Gallia Lugudunensis hasn't been dealt with, you can count on action from the Gauls. All in all, this is not the right province for a rookie governor.



However, Belgica also has advantages. External trade connections are very easy, given the proximity of two trading posts to the capital. A good port site is not too far away, and a couple of moderately expensive walls along your eastern border can ease the Barbarian threat enough for you to enjoy your prosperity.

Nevertheless, do not choose Belgica until you feel fairly confident, and until you have at least 3,000 denarii in your personal purse.

CYRENAICA

“This region is rich in gems and other minerals, but among the mountains lie many dangerous nomadic tribes.”

Province Difficulty Rating: 5

One Weak, One Local, One Strong Tribe—Blemmyes, North African Army Type

Auxiliaries: Gaul Spearsmen

Cyrenaica is a province with a slight catch. It is easy enough to develop industries around your coastal capital, but after that, things get more difficult. Other industrial sites are located uncomfortably close to tribal settlements that have to be pacified first. Raids by Blemmyes from the west and both Blemmyes and the Mauris from the south become frequent as your governorship goes on, and finally, the Egyptian army makes an appearance in the east.

If you build up a strong cohort right away and pacify all three tribal settlements, things are far more pleasant. A good road system and a couple of stretches of provincial walls make it possible to safeguard the province with a single cohort. Your enemies, although numerous, aren't very good in battle, and your legionnaires will have many opportunities to score impressive victories.

Do not take Cyrenaica on unless you have the finances to maintain a large military force through the first unprofitable years. Once you satisfy that requirement, things are fairly easy.



MAURETANIA

“As a southern province, this area would give us access to the ivory and spice trading routes.”

Province Difficulty Rating: 5

Two Local Tribes—Mauri, North African Army Type

Auxiliaries: Egyptian Spearsmen

Mauretania is the westernmost of the North African provinces. It features a capital conveniently located in close proximity to several industry sites, and so is easy to develop economically. The local tribes are not much of a threat—the North African army type isn’t difficult to defeat. If both Baetica and Carthage are Roman, as often happens by the time you get to choose Mauretania, your governorship is a snap.

Do not select Mauretania if Carthage is still undefeated. The proximity of your capital to the border with Carthage gives you very little time to prepare against a potential Empire attack.

The only snag about governing Mauretania is that like most other North African provinces, it has a lot of easily accessed wheat farms, but anything else involves considerable sums for road construction.

CARIA

“This region looks promising, but the further east we expand, the more powerful our enemies seem to become.”

Province Difficulty Rating: 5

One Local, One Strong Tribe—Seleucids, Mediterranean Army Type

Auxiliaries: Chatti Spearsmen

Caria is the westernmost of the “Turkish” provinces. However, its native population consists of transplanted Greeks—the Seleucids—who are a nuisance earlier in your career.

In Caria, however, the Seleucids prove to be fairly manageable, perhaps because their army is never very strong. Thracians from the north can be a problem if Thracia is still not part of the Empire, and Turks from the east start to pose a danger in the later stages of your governorship. However, Caria’s geographical features make it easy to defend from the east; you just need to build two stretches of provincial walls.



Your peace will also be occasionally shattered by armies from Cyprus, which land on the southern coast not too far from the capital. However, you'll also notice boatloads of Cypriots landing on Rhodos—the big island to the south—where they presumably merge with the local population.

Caria is a fairly easy province to develop and govern. The capital city is located close to the coast, making ports an attractive development option. There is an abundance of farmland, some of which is in proximity to the capital.

All in all, Caria is a great choice for the governor whose finances need a sizable boost before moving on to the next level. Take note that the Auxiliaries you have—Chatti Spearsmen—aren't particularly good.

SYRIA

"This province is poised to become the most prosperous one in this region, with plenty of farming and mineral resources."

Province Difficulty Rating: 5

One Weak, One Strong Tribe—Phoenicians, Phoenician Army Type
Auxiliaries: Chatti Spearsmen

Syria is one of the more pleasant provinces to govern in the middle to later stages of your career. It is very easy to develop economically, as hinted in the *Caesar II* quote. The local population, as well as the aggressive Judians to the south, are of the Phoenician army type, which is one of the easier foes on the battlefield. The biggest threat lies to the east, and it takes the shape of the infamous Horsearchers of the Parthian army.

Since Syria is made available fairly late in your career, it's not a bad idea to postpone governing it until even later—achieving high ratings is easy when you have all that industry tax money. However, remember that every postponement carries the danger of Pompous Maximus marching into Syria to claim it for himself. If your finances need a boost, definitely choose the governorship of Syria when it becomes available.

Syria often is the last relatively easy Asian province to conquer. From then on, things get harder. . . .



GERMANIA SUPERIOR

“This northern province contains a large Barbarian presence, but its resources seem worth the danger.”

Province Difficulty Rating: 6

Two Weak and Two Strong Tribes—Chatti, Germanic Army Type

Auxiliaries: Armenian Horsearchers

Germania Superior features a geographical oddity: The two weak tribes in its eastern part live side by side. Talk about pacification made easy!

Strong Chatti presence makes an equally strong cohort an early necessity, particularly since you would do well to pacify at least one strong tribe very early on.

The Chatti are poor fighters, and it should be easy to deal with them while no other Barbarian threat is present. Later on, Alamanni, Frisians, and possibly Belgae streaming across your border will make things very busy, and you really don't need the extra army of 300 Chatti marching on your capital.

Germania Superior is made available very early in your career if you chose Cisalpine Gaul as your first province. You would be well advised not to take it on until you've got a sizable private fortune. Once you have enough money to secure economic development on the Provincial level, things can become almost embarrassingly easy. The industrial tax money will be more than enough to keep a strong legion and keep population tax at four percent, as you should in a province with a 6 difficulty rating.

Bearing in mind that you have the excellent Armenian Horsearchers at your disposal, you should not be too afraid of governing Germania Superior—the Germanic army always looks much more dangerous than it actually is. Given a strong military, a governorship in Germania Superior can prove to be a profitable one.



DACIA

“The soil is quite fertile here, but the Barbarian population is significant. Expect trouble.”

Province Difficulty Rating: 6

One Weak, One Local, One Strong Tribe—Scordiscans, Slavic Army

Type

Auxiliaries: Gaul Spearsmen

Dacia’s difficulty rating should be 5—it is closely comparable to neighboring Thracia in terms of difficulty. The border with Illyricum, which should be Roman by the time you govern Dacia, is not far away from your capital, making an external trade connection possible at reasonable cost. There are several farms in close proximity to your city and a possibility of another trading post on the border with Macedonia.

You should raise a medium-strong cohort and deal with at least one of the tribal settlements as quickly as possible. After developing industry, build your cohort up and quickly send it to pacify another village. While the Scordiscans aren’t particularly dangerous, the border to the north will be repeatedly threatened by Visigoths in the later stages of your governorship. Building provincial fortifications is expensive and impractical. If you’re going to stay in Dacia for any length of time, you would probably do better to build a second cohort fort near the point of the most irksome Barbarian incursions.

Once the threat to provincial security is under control, Dacia turns out to be a fairly pleasant province to govern. The Visigoth threat is a pleasant distraction during years spent counting the fast-accumulating denarii in your personal treasury. Unfortunately, old Pompous seems to be keen on Dacia in most games, and if you leave governing it until late in your career, it might not be available as an option.



GALLIA LUGUDUNENSIS

“The further north we expand, the fiercer the Gauls become. However, this region features some of the richest farmland the Empire has ever seen.”

Province Difficulty Rating: 6

One Weak, One Local Tribe—Gauls, Gaulish Army Type

Auxiliaries: Mauri Bowmen

Gallia Lugudunensis sounds as if it were the most difficult of the “Gaulish” provinces. It isn’t. The capital, located in its northeastern corner, is a stone’s throw away from trading routes to Aquitania and Belgica. Trading posts built there will be more profitable than the farms advertised in the *Caesar II* quote; these famous farms can produce only one item—cattle—and there can only be so many butchers in your city.

One thing is sure: With this difficulty level, you have to get industry going fast or you’ll go broke. Build the trading posts as indicated, and develop the farm near the capital. It is here that you’ll be faced with the necessity of pacifying the strong tribe near your northern border. The 450 defending Gaul Spearsmen can be dealt with by a slightly weaker cohort, provided you know what you are doing. Then proceed to pacify the weak tribe to the south—the two rocky patches nearby are too precious to ignore in this land of cattle.

The armed threats to Gallia Lugudunensis include Britons coming by ship from the northwest and Iberians from the southwest. If Belgica is still not part of the Roman Empire, things can get tricky. You’d better postpone ruling the second of two Gallias until the Belgae have become civilized Roman citizens.

If you do decide to govern Gallia Lugudunensis while Belgica is still Barbarian, one of your first steps should be the building of a provincial wall along your northern border. Expensive!

BITHYNIA ET PONTUS

“This province suffers from a lack of good farmland, and is threatened by harassment from the north.”

Province Difficulty Rating: 6

Two Weak, One Strong, and One Powerful Tribe—Bithynians, Turkish Army Type



FIGURE 8-6
BITHYNIA ET PONTUS IS
THE MOST DIFFICULT OF THE
THREE "TURKISH" PROVINCES,
BUT LIKE THE OTHERS,
IT'S STILL RELATIVELY
EASY TO GOVERN.



Auxiliaries: Chatti Swordsmen

Bithynia can be a very difficult province to rule if you overstay. You should try and fit it in as early as possible in your career so that you can meet the ratings requirements quickly and escape to greener pastures.

This does not mean Bithynia and Pontus is an unpromising province. It has its share of good industrial sites, and there are several in proximity to the capital. In spite of the ominous warning in the *Caesar II* quote, there is enough farmland to satisfy even the most agriculture-oriented Empire builders. It's possible to build a port quite close to your capital city, and on the whole, Bithynia and Pontus can be quickly developed into a rich province.

However, do not let the lure of industrial tax denarii make you stay longer than necessary. The Galatians to the east will grow progressively bolder, and they field armies of the Parthian type. The threat of Barbarian invasions from the sea can be absent for much of your early rule, and if you get out in time, you won't have to worry about yet another army equipped with Horsearchers.

Although your personal income as governor can be quite considerable, do not let it make you prolong your stay.



BAETICA

“This province allows enemies to reach the Empire from the south. Taming it would limit their incursions, but the people here seem displeased with our presence.”

Province Difficulty Rating: 6

One Weak, One Local Tribe—Iberians, Celtiberian Army Type

Auxiliaries: Egyptian Swordsmen

The province of Baetica is one of the easier “sixes” in the game. It is an ideal choice if both Lusitania and Hispania Tarraconensis are already part of the Roman Empire, but even Hispania alone will do. Look forward to a prosperous governor’s term!

The capital of Baetica is located near the northeastern corner of the province. Road connections to nearby farms and an external trade route to Hispania are inexpensive to build. Your next provincial industry should be a port for receiving cattle from Mauretania. If you have to develop Baetica further, you will have to spend much more denarii than in the first phase of development. This makes Baetica a choice you should make early in your career. With low ratings requirements, you can be in and out in, oh, maybe 18 years.

If you are fairly advanced in your career and Baetica is still available, make sure Lusitania is part of the Empire before signing on. The Lusitanian trade route necessitates a separate cohort fort if your western neighbor is still under Barbarian rule.

CRETA

“This island is small, yet rich in farmland and minerals. However, the populace may be troublesome.”

Province Difficulty Rating: 6

One Local and One Strong Tribe—Cretans, Mediterranean Army Type

Auxiliaries: Gaul Spearsmen

Creta presents you with a unique problem: how to fit all the possible industries and necessary roads into a tiny space. This is a welcome problem, though—Creta offers many industrial opportunities steps from the capital. This is just as well, for you will probably want to keep your population tax at four percent or less to eliminate city unrest.



FIGURE 8-7
CRETA'S SIZE MAKES ECONOMIC
DEVELOPMENT A SNAP.
IN FACT, THERE'S SO LITTLE
SPACE YOU HAVE TO
PLAN ROADS CAREFULLY.



Before you proceed to develop all those nearby industrial sites, however, you will have to pacify the island. Both tribal settlements are just too close to the capital to be ignored. Without early pacification, provincial development is impossible. Since the Cretan army is of the Mediterranean type, be careful—those pikemen can be pretty tough even when they're light infantry!

Cretan imports include silk. You'll still get Arabs landing on your southwestern shores, though. In addition, expect Blemmyes from the south and Seleucids from the east. The Seleucids especially can be dangerous.

Occasionally, you may find yourself in a difficult situation if you only have a single cohort, and there are two enemy armies splashing ashore. Creta is so small that your cohort won't have the time to intercept the second enemy army before something gets destroyed or your city attacked. Consider emergency building of provincial walls, which box the invaders in until your Prima Cohors can deal with them.

Overall, Creta is not difficult to rule for a province rated at difficulty level 6. You can expect to save some money and move on to greater things within a reasonable time.



AFRICA PROCONSULARIS

“Minerals are less prevalent here, and unrest will likely be a problem. Exercise caution when governing here.”

Province Difficulty Rating: 6

Africa Proconsularis is one of the provinces where you might want to build your first cohort fort some distance away from your capital. Try locating it midway between your city and the trade route leading to the south; this will enable you to also protect a nearby mine or quarry.

Other attractive options include a port not far from your city and possibly a trade route to Carthage (west) or Cyrenaica (east). Unless you feel very confident, do not take on Africa Proconsularis without Carthage being “Romanized” earlier. This province’s geography makes it hard to defend with a single cohort against attacks from all three sides.

Your first defensive step should be pacification of the tribe to the east of your capital. Since it’s the strongest, you might as well follow up and pacify the remaining two right at the start of the game. Your main concern thereafter will be protecting industries from raiders. Africa Proconsularis is not particularly rich in industrial sites, and it is hard to move on from there if your ratings requirements are high. If you decide it is one of the provinces you want to govern, try to complete your conquest as early in your career as possible.

MESOPOTAMIA

Province Difficulty Rating: 6

Three Weak, Two Local Tribes—Parthians, Parthian Army Type

Mesopotamia features a similarity with Germania Superior: It has two weak tribes clustered side by side in its western part.

The first thing you have to do when beginning your governorship here is pacification of tribal settlements. There are many of them, and although they may be weak, the Parthian army is composed of regulars and Horsearchers. You do not want to worry about a small but well-trained and armed band of rebels heading for your city when you’ve got the Huns and Armenian regulars to contend with anyway.



It follows that a successful governor should begin his term in Mesopotamia with a sizable sum in personal savings. Once military supremacy has been established, you can proceed to develop the economy—and it is not very hard to do. The capital is conveniently located near the silk trade route, and although this proximity may necessitate building a short stretch of provincial walls, it also makes for quick economic development. A group of three mine/quarry sites to the west may need to be protected by a second, weaker cohort, but the rewards are well worth the trouble.

Mesopotamia lies on the eastern outskirts of the Empire, and does not become available till relatively late in the game. At this stage, it may be the only “six” you have left to govern, and this makes it a relatively attractive option. However, if there are other difficulty level 6 provinces available, you should carefully consider your choices.

CARTHAGE

“This region’s once-great cities have been razed. Rebuild this province to even greater splendor, but beware a fierce and unruly populace.”

Province Difficulty Rating: 7

Two Weak Tribes—Cathaginians, Carthaginian Army Type

Auxiliaries: None

Prepare for trouble if you choose to govern the once-mighty Carthage. It is not such an easy province to develop economically; there’s a lot of wheat and little else, and land trade connections involve some expensive roadbuilding.

The right thing to do is to build a port first. Your capital is near the coast, so this is not such a pricey proposition. The ivory trade route to the south may not necessitate fortifications or an extra cohort for protection against raiders. Quite often, the Mauris that appear periodically disappear in the mountains without doing any harm. You *will* have to get a second cohort fort when building a trade route to Mauretania, and you’ll have to build that route, because the difficulty level of 7 means you can’t raise population taxes above four percent and maintain any sort of reasonable conscription. Every industrial tax denarius will count, particularly since you have to maintain a large



legion. No, it's not easy with those Carthaginians—they still spit in the street when they see a Roman.

If you want to govern Carthage, try planning for it well beforehand. It can become available after Campania and Sicily—very quickly for a level 7 province. This is to your advantage since the required promotion ratings will be relatively low.

On the other hand, you will need a lot of cash to get things going in Carthage, and that means taking extra time in your two earlier provinces. However, all provinces with a difficulty level of 7 call for some effort, and you might as well get one of them behind you in record time, making up for the years lost accumulating the necessary money.

Bear in mind that Carthage does not have Auxiliaries. In this province, it's really bad news. You'll have to add extra heavy infantry on top of all those slingers you need to keep Carthaginian elephants at bay.

ACHAEA

“The Greeks’ constant squabbling has made it easy for us to conquer them. However, that same contentious behavior will make it difficult for you to rule.”

Province Difficulty Rating: 7

Two Strong Tribes—Greeks, Greek Army Type

Auxiliaries: Gaul Swordsmen

The legendary Achaea is as tough a proposition as Carthage. To start with, there's a strong tribe sitting outside your capital, so you'll have to build up the Prima Cohors to considerable strength right away. While you're at it, pacify the other tribe—it's not far away, and you'll have your hands full with other Barbarians later.

Once you've shown the Greeks who's the boss (it won't be easy—they're pikemen!), start developing provincial industries. There are adequate sites within short range to balance your budget within a couple of years. Move as fast as you can because keeping a strong Prima Cohors will eat away at your money in a relentless manner.

The armed threats to your provincial peace include Seleucids from the east, Cretans from the south, and, if Macedonia's still Barbarian, hordes of hungry, angry Macedonians. All of these armies are of the



Mediterranean type, so expect to fight some tough battles! After that, the occasional Arab raid will almost be a relief.

No, introducing Roman rule to Achaëa is not an easy task. All the same, strips of provincial wall in the right places on your coast can remove a lot of immediacy from all this danger, and there's enough industrial potential to support a strong legion. Also, Achaëa is the quickest way to open access to the rich and relatively easy provinces of Asia Minor.

Achaëa can become available right after your first province (if you've chosen Campania). Just as with Carthage, getting Achaëa out of the way with just 25 percent per rating may be a good option for experienced players.

AEGYPTUS

"With the capacity for wheat farming in this province, this may be the Empire's new breadbasket. However, the inhabitants are less than welcoming."

Province Difficulty Rating: 7

One Local, Two Strong Tribes

Auxiliaries: Gaul Spearsmen

Aegyptus is reputed to be the breadbasket of the Empire. That means lots of wheat, and as in other North African provinces, it's expensive to get a mix of industries working.

There are two primary regions of economic development in Egypt. One is the complex of three farms in the east. The other is the complex of three mine/quarry sites in the west. Both sets are guarded by a tribe, so pacification is a priority. A port on the coast is your best external trade option—it's not too far to the coast from your capital.

To develop Egypt to anything approaching full industrial potential, you'll need at least two cohorts and a system of provincial walls. It's one of the most difficult provinces on the way to the throne in Rome. Its one good quality is that you get plenty of warning when enemy armies appear; however, don't rely on your Gaul Auxiliaries to a large extent.

Aegyptus can become available as an option only approximately mid-way through your career.



BRITANNIA

“This remote and rather rustic island offers some worthwhile exports, but will have to remain well-defended to keep its rebellious populace at bay.”

Province Difficulty Rating: 7

Two Weak, One Strong, One Powerful Tribe—Britons, British Army Type

Auxiliaries: Mauri Bowmen

Britannia is one of the most interesting provinces in the game. It will give you a chance to do battle with two of the most dangerous Barbarian tribes—the Britons and the Picts.

The best way to rule Britannia is to adopt a very aggressive approach from the outset. A weak tribe right outside your capital should serve as good training ground for your cohort. Following that, send it off immediately to pacify the weak tribe in Cornwall. You won't have the time to do it later.

Your next step will be to build provincial industry. Luckily, it's possible to build two ports in the proximity of your capital city—one for ships coming in from Belgica, the other, for cattle from Gallia Lugudunensis. This won't be enough, however, and sooner or later, you'll have to embark on a pacification mission to the Caledonian border. There are plenty of good industry sites between your capital and Caledonia, and you'll want to put them to use. However, this will probably mean provincial fortifications on your northern border *plus* a second cohort.

Once you've achieved this, you'll be in line for promotion. While you're waiting for Prosperity to improve, you will most probably be repeatedly raided by Picts from Hibernia. Fortunately, they take a very long time to pose a threat to your city.

For added peace of mind, pacify the single remaining tribe once you've got your second cohort.

JUDAEA

“Discontent is high in this area, which will make exploiting its resources difficult.”



Province Difficulty Rating: 7

One Local and One Strong Tribe

Auxiliaries: Gaul Swordsmen

Like Britannia, Judaea features interesting geography that makes economic development a challenge. Your capital has only one nearby farm and good access to the northwestern coast of the province. Further development involves the three mines located to the south of the capital, behind a chain of tall mountains. Unfortunately, that can involve forming a second cohort. This is a troubled neighborhood!

Armed threats to your provincial peace depend on the route you took to arrive in Judaea. They could include Egyptian army regulars to the west, Phoenicians to the northeast, and certainly Mauri raiders from the south. On the whole, it's much easier to fight Phoenicians from Syria than the Egyptian army, and the road through Egypt is the recommended route for strategic reasons. However, since Syria is such an attractive province to rule, you may find yourself approaching the Biblical lands of Judaea from the east.

CAPPADOCIA

"The people here are prone to rebellion, and have settled in many of the outlying towns. You must pacify the province, if you expect to keep peace in your city."

Province Difficulty Rating: 7

One Weak, One Strong, One Powerful Tribe—Galatians, Parthian
Army Type

Auxiliaries: Blemmye Bowmen

Surprisingly, Cappadocia—whose native army features the dreaded Horsearchers—is perhaps the easiest "seven" to govern. Industrial development is easier than in any of the preceding provinces with the same difficulty rating. Also, in spite of the strong possibility of an Armenian attack, establishing military supremacy isn't that difficult. By the time you get to Cappadocia, Lycia and Pamphylia is firmly in Roman hands, and the Syrians to the south present little danger.

Promotion from Cappadocia requires achieving high ratings. It only becomes available as a province in the later stages of your career. Because



FIGURE 8-8
CAPPADOCIA'S NATIVE TRIBE,
THE GALATIANS, FORMS
ARMIES ON THE PARTHIAN
MODEL. THIS IS ONE
OF THE PROVINCES WHERE
A STRONG COHORT
IS A TOP PRIORITY.



of that, you may find yourself fighting plenty of battles as promotion draws nearer in slow motion. Make sure you pacify all tribal settlements the moment you get your second cohort. Otherwise, you'll have your hands full.

CYPRUS

"Resources are scarce on this small island, and the people look to be difficult to manage. Maintain vigilance."

Province Difficulty Rating: 7

Two Weak, One Strong Tribe—Cypriots, Phoenician Army Type

Auxiliaries: Gaul Swordsmen

Cyprus might be one of the better choices on your way to the Emperor's laurel wreath. Although you'll have to start by pacifying the tribes right away—this island's far too small for both you and them—you'll find subsequent development easy. This is because Cyprus, like most island provinces, is small in size, and your whole road network may well cost less than a single road elsewhere.



Since the Cypriots are poor fighters, pacification should not present any great problems. These start later with the arrival of the first Barbarians on your shores. The armies you'll meet while governing Cyprus will not be too numerous. By that time, southern Asia Minor is firmly in Roman hands.

Cyprus represents a very good choice in your career. Its colonization opens the route to Syria and the rest of the Middle East, and despite its angry natives, it's not a difficult province to govern. Try to get it before Pompous Maximus can!

Also, beware of Arabs thinking that silk means spices.

GERMANIA INFERIOR

"Farmland is plentiful here, but the Barbarians are also plentiful and unwilling to join the Empire."

Province Difficulty Rating: 7

Three Strong Tribes—Frisians, Germanic Army Type

Auxiliaries: Armenian Horsearchers

Yes, you sure can use those Horsearchers when governing Germania Inferior. Pacifying the three strong tribes is a necessity, and since you'll have to attend to it early in your governorship, you probably will make use of these excellent Auxiliaries.

The danger presented by the local populace pales with the Saxon threat from the northeast. Since you may also have to contend with Alamanni coming from the east, try not to select Germania Inferior until both Germania Superior and Britannia are conquered. The last thing you need added to the local explosive mix is Britons landing on your shore, or yet another Germanic army marching on you from the southeast. This last eventuality can be particularly unpleasant, since your capital is located in the southeastern corner of your province.

Your best bet to get the economy going is trade routes with Belgica and Germania Superior. The farms near your capital city will further boost your income from industrial taxes, and allow you to build a legion strong enough to stand up to the Saxons. If your required ratings are really high (and they *will* be if both Germania Superior and Britannia are already Roman provinces), you'll also have to build a port, and



extend trade routes to Noricum Exterior and Germania Exterior (the home of the dreaded Saxons). This, in turn, means at least some provincial walls built in the northeastern part of your province. If you build a good fortifications system, and if Britannia and Germania Superior are Roman, you may even get away with just a single strong cohort!

You would be prudent to build some coastal fortifications along your northern coast as well. An ill-timed pirate raid could coincide with a Saxon invasion, and lead to real problems.

Germania Inferior isn't the best place to build up your savings. You'll do well to keep what you have, unless you want to hang around for a long time.

ARMENIA

"Surveys show little in the way of resources, and resistance to the Empire is strong here."

Province Difficulty Rating: 7

Three Weak and One Local Tribe—Armenians, Parthian Army Type
Auxiliaries: Macedonian Pikemen

Armenia is probably the most difficult province you can govern on your way to becoming Caesar. The *Caesar II* quote doesn't lie—local resources are pretty poor, and you'll have to spend considerable sums on roads to make use of whatever sites there are.

Although the threat from the local population isn't grave—there's only so much a weak tribe can do, and you'll probably pacify at least two of them right away—the threat from the Huns is a very real possibility. Armenia features a spice trade route, originally meant to be silk, and the Huns that come along with the merchandise are a bunch of tough customers.

Avoid Armenia like the plague. Let Pompous blunt his sword there.

CHAPTER IX



THE THRONE

The moment you sit upon the Emperor's throne, a new world reveals itself. Your domain is surrounded by lands inhabited by particularly ferocious Barbarians. If you became Caesar while playing at least at the Normal game difficulty level, you are now given the chance to extend Roman rule beyond the historical boundaries of the Empire. The lands you will attempt to conquer present the hardest challenge in the game.

There are eight particular nests of vipers you can walk into at this stage. They are listed below, together with their respective difficulty ratings:

- | | |
|-----------------------|-----------------------|
| ● Hibernia—9 | ● Pannonia Exterior—8 |
| ● Caledonia—10 | ● Dacia Exterior—9 |
| ● Germania Exterior—8 | ● Asia Exterior—10 |
| ● Noricum Exterior—9 | ● Armenia Exterior—10 |

If you have gotten this far and now are surveying potential new conquests from the perspective of the Emperor's throne, you are more



than capable of devising your own plan of provincial development for each of the territories listed above. You should have a lot of private denarii available for very fast economic development of each province. The ratings required to get promoted from one of those eight super-difficult provinces are very high, and you'll have to spend quite a lot of time on each conquest. This practically ensures Barbarians coming through the windows during most of your rule, and makes a very strong legion an absolute necessity. Given the hostility of the population, you must have a very strong economy to bear the costs of keeping all those armed men. Of course, quick pacification of all tribal settlements is a priority.

SUMMA SUMMARUM

Keeping the above in mind, the recipe for success in the eight new provinces is the same as when you were plodding along on your road to the throne in Rome. You have to be a diligent administrator and a skillful planner. It is helpful if you stick to a certain routine. Governmental affairs require a certain regularity and consistency if they are to proceed smoothly.

Talk to your Plebeian Tribune every month until you are absolutely satisfied with the number of plebs you have. When you're satisfied, remember to lower the plebs' welfare bill by a few denarii—you can do that without losing any plebs. The lowly slaves that maintain your city, work in provincial industries, and hurl rocks at enemy soldiers exact a heavy price for their versatility. Don't ever try to save money on plebs, but don't splash it around either—it's only too easy to do so.

Watch your budget, particularly in the first years when you are running a deficit. Remember that the quicker you get industry going, the sooner the deficits will end. Avoid spending huge sums on entertainment objects until you have some sort of a budget surplus.

Remember to keep your city beautiful and functional. Gardens, plazas, bathhouses and hospitals greatly contribute to your Culture rating. Bathhouses and hospitals also help prevent epidemics, and provide cost-efficient jobs for your citizens.

Don't waste money on the Provincial level. It's easy to spend an extra couple of hundred denarii on badly planned roads.



When building roads that demand turns, try to run them in a zigzag—one section vertical for one horizontal. Your cohorts will move at amazing speed, just as if the road was straight.

Do not keep more soldiers in your legion than you really need. A strategically placed section of provincial wall can often eliminate the need for a new cohort fort. The walls you have to build may be more expensive than the fort, but don't forget about the upkeep costs of your new cohort—it's around 200 denarii a year for a small cohort capable only of dealing with local uprisings and Barbarian raids. Make sure you have enough slingers, however.

Keep the conscription rate a couple of points lower than you really have to. The extra 30 or so light infantrymen you get upon raising the conscription rate by two or three points make perfect reinforcements for a cohort that's temporarily under strength. Also, remember that you can mobilize larger numbers of your citizens for short periods of time. The lower the conscription rate you maintain, the more light infantry you can get through emergency conscription.

Build up the Prima Cohors quickly by hiring 50 Auxiliaries for its first battle, and making sure you lose a couple. You will end up with nearly 50 soldiers free of charge.

Finally, remember not to stay longer than necessary in any of the provinces you rule. Each conquest brings promotion, new possibilities, and new challenges. Play to win—the throne in Rome awaits you.



APPENDIX

THE TEN STEPS TO THE IMPERIAL THRONE

- Citizen
- Decurion
- Apparitor
- Magistrate
- Quaestor
- Procurator
- Aedile
- Praetor
- Consul
- Proconsul
- Caesar



The number of provinces required to be crowned as Emperor is as follows:

- Novice—5
- Easy—7
- Normal—10
- Hard—15
- Impossible—20

WAR AND PEACE

Number of years before the first local uprising/Barbarian raid/Barbarian invasion/Empire attack takes place, by skill level:

SKILL LEVEL	LOCAL UPRISING	BARBARIAN RAID	BARBARIAN INVASION	ENEMY INVASION
Novice	10	16	24	35
Easy	8	14	20	30
Normal	6	12	18	25
Hard	5	10	14	20
Impossible	4	8	12	18

Minimum period of peace between attacks of a specific type, in months:

SKILL LEVEL	LOCAL UPRISING	BARBARIAN RAID	BARBARIAN INVASION	ENEMY INVASION
Novice	50	60	80	90
Easy	50	60	80	90
Normal	45	55	75	85
Hard	40	50	70	80
Impossible	30	45	60	75



SOLDIER STRENGTH

Caesar II features many soldier types with different attack/defense strengths. A soldier's attack strength is the number of hits he can score while attacking, while defense strength is the number of hits he can absorb before "dying."

TYPE OF SOLDIER	ATTACK STRENGTH	DEFENSE STRENGTH
Roman Heavy Infantry	15	3
Roman Light Infantry	10	2
Roman Slingers	4	1
Barbarian Swordsmen	14	3
Barbarian Spearsmen	12	2
Barbarian Axemen	16	1
Barbarian Pikemen	10	5
Barbarian Slingers	4	1
Barbarian Horsearchers	14	4
Carthaginian War Elephants	20	6
Barbarian Bowmen	5	1

Missile Troops: The stats above refer to slinger and bowmen hand-to-hand combat capability. The damage missile troops inflict at a distance varies with the range. Bowmen have twice the range of slingers, but slingers do 50 percent more damage at close range.

Unit formation: Bonuses are applied to troops attacking or defending while in a certain formation, or troops charging (attacking from a march). Bonuses are expressed in terms of additional enemy soldiers killed upon contact:

-  Romans receive a +4 attack bonus when fighting in line or column formation, +2 defense when defending in a tortoise.



- Missile hits on Romans in a tortoise formation are halved.
- Different army types receive different bonuses when attacking from a march, i.e. charging. All light infantry and missile troops receive a negative bonus of -2 when charging. All other troops (heavy infantry, cavalry) receive a positive bonus ranging from very small (Carthaginians) to very high (Picts). It's up to you to determine just how dangerous each enemy is!

CITY BUILDINGS—EMPLOYMENT

The list below enumerates all the types of city buildings that provide jobs for your citizens.

- Aventine Forum—40 jobs
 - Janiculan Forum—80 jobs
 - Palatine Forum—120 jobs
 - Shrine—10 jobs
 - Temple—20 jobs
 - Basilica—30 jobs
 - Baths—20 jobs
 - Praefecture—25 jobs
 - Barracks—30 jobs
 - Grammaticus—30 jobs
 - Rhetor—80 jobs
 - Library—60 jobs
 - Theatre—25 jobs
 - Odeum—30 jobs
 - Arena—50 jobs
 - Coliseum—60 jobs
-



- Circus—80 jobs
- Circus Maximus—100 jobs
- Hospital—80 jobs
- Market—20 jobs
- Business—60 jobs

LAND VALUE LIMITS

The list below sets out the limits on housing value, or housing value caps, imposed by absence or presence of certain city buildings.

- No Water Supply—housing value limit 2
- No Forum Access—housing value limit 6
- Next to Business (1 tile away)—housing value limit 10
- No Market Access—housing value limit 12
- Primitive Water Supply—housing value limit 14
- Close Proximity to Business (2 tiles away)—housing value limit 16
- Not Near Baths—housing value limit 18
- No Entertainment—housing value limit 20
- Near Barracks—housing value limit 24
- No Security—housing value limit 24
- Proximity to Business (3-4 tiles away)—housing value limit 26
- Entertainment Level 1—housing value limit 26
- Near City Walls—housing value limit 26
- Entertainment Level 2—housing value limit 28
- Near City Gate—housing value limit 30
- Hospital Cover below 20 Percent—housing value limit 30
- Entertainment Level 3—housing value limit 32



- ⊗ No Grammaticus Access—housing value limit 34
- ⊗ Near Praefecture—housing value limit 34
- ⊗ Hospital Cover below 40 Percent—housing value limit 36
- ⊗ Entertainment Level 4—housing value limit 38
- ⊗ Near Market—housing value limit 40
- ⊗ No City Walls—housing value limit 42
- ⊗ Hospital Cover below 60 Percent—housing value limit 44
- ⊗ Entertainment Level 5—housing value limit 44
- ⊗ Rhetor—housing value limit 46
- ⊗ Library Cover below 20 Percent—housing value limit 46
- ⊗ Entertainment Level 6—housing value limit 48
- ⊗ Library Cover below 40 Percent—housing value limit 50
- ⊗ Hospital Cover below 80 Percent—housing value limit 52
- ⊗ Library Cover below 60 Percent—housing value limit 54
- ⊗ Entertainment Level 7—housing value limit 56
- ⊗ Hospital Cover below 100 Percent—housing value limit 58
- ⊗ Library Cover below 80 Percent—housing value limit 58
- ⊗ Entertainment Level 8—housing value limit 60
- ⊗ Library Cover below 100 Percent—housing value limit 62

The highest housing value possible is 64.

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